

Ferdinand Ratajczak

Programming Intern

136 Avenue de Saint-Ouen
75018 Paris, France
☎ +33 605133197
✉ ferdinand@fratajcz.dev
🌐 fratajcz.dev
🐙 github.com/fratajczak

EDUCATION

- 2019– **Programming**, *École 42*, Paris.
- 2019 **Engineering**, *ENGEEES*, Strasbourg, Water and Environment.
- 2016–2018 **Classe préparatoire MP (Two-year intensive undergraduate course in Mathematics and Physics)**, *Lycée Clémenceau*, Reims, Computer Science elective.

PROJECTS

- 2020 **ChessOCR**, *Chess diagram recognition*.
- C++
 - Detection and extraction of board squares using OpenCV
 - Piece classification using adaptive K-nearest neighbors algorithm
 - Exports positions in FEN format in order to analyze them with an engine
- 2020 **42sh**, *Unix Shell*.
- C
 - Group project with code review, unit tests, Travis CI
 - Implemented a lexer and parser with an abstract syntax tree
 - Background process management (job control)
 - All implemented features are POSIX compliant (IEEE 1003)Grade: 100/100
- 2020 **42Network Codingame Contest**, *AI for a real-time quidditch game*.
- C++
 - Complete reimplementaion of the game engine to simulate outcomes
 - Genetic algorithm to find the best movesRanked 4th / 1100
- 2018 **TIPE (Personal research project)**, *Centrale-Supélec / Mines-Ponts / INP Exam*.
- PYTHON «Image recognition using neural networks»
 - Handwritten digit recognition using neural networks
 - Studied the effects of different learning techniques on image recognition rates
 - Presented my research in front of a panel of researchersFinal grade: 16/20

SKILLS

Programming C, C++, PYTHON, BASH, JAVASCRIPT, NODE.JS, L^AT_EX

Tools Git, Docker, Linux/Unix, SQL

Languages English (C2), German (B1), French (Native)

INTERESTS

Chess, Reading (History, Philosophy), Electronics, Guitar