Hélène HASSAN

Contact

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Personal website

helenhsn

Grenoble, France

Languages

- French (mother tongue)
- English (C1, TOEFL iBT score of 98/120 : R:26/L:25/S:23/W:24)
- Spanish (B1+)
- Japanese (A2)
- Arab (A1, spoken)

Skills

Programming

C | Java | C++ | Python | Rust | HTML/CSS | SQL | Bash

Others

Github | Gitlab | Markdown

Office

Suite Google | Obsidian | LaTeX

Interests

Music *(clarinet, guitar)*
- Certificate in music studies in clarinet

Climbing *(bouldering, rock climbing)*

Game development

Reading *(mostly scientific)*

Drawing

A highly passionate and hardworking student who has begun her second year in an Engineering school specialized in applied mathematics and computer science, achieving excellent grades in first year. Seeking an internship from two to three months in 3D modeling or GPU computing starting from 22 May 2023 in order to build upon a keen scientific interest. Eventual career goal is to become fully qualified in the field of 3D modeling.

Education

Since September 2021

Engineering Degree (ENSIMAG)
Graduate School of Engineering in Applied mathematics and Computer Science, Grenoble.
***Specialty**: mathematical modeling, vision, graphics and simulation.*
***Ranking** (first year): 4/250*

September 2019 – June 2021

Pre-engineering preparation in maths, physics, computer science for the entrance to French "Grandes Ecoles"
***Rank**: 1/400*

September 2016 – June 2019

French High School Diploma (Baccalauréat) awarded with highest honors (19,18/20)
Main subjects: maths, physics, biology, chemistry.

Professional experiences

22 September 2022 - 31 December 2022 (3 months)

Engineer assistant at the *Grenoble Informatics Laboratory (LIG)*
Studied of scientific literature on the transposition of nudges from a domain to another, especially to the numerical domain.

November 2021 - February 2022 (4 months)

Mentoring at la Prépa des INP
Gave courses related to mathematics, physics and chemistry to two first-year students who experienced difficulties in these classes.

May 2021 – June 2021 (6 weeks)

Internship at LDLC, Saint-Martin-d'Hères
Computer set-ups (installation of Windows OS, assembly of the computer's components). Restocked the packages reception, placemed them in the shop…

School projects

- **Modelisation of Monte Carlo's Method in python (from scratch), solo work**

Computation of pi's approximation using Monte Carlo's method with the given parameters in the command line. Generation of a GIF showing the evolution of pi's approximation using .ppm images. Each approximation is written on each frame using a 7-segment display for each digit.

- **Library for graphical interfaces in C, teamwork**

Library entirely coded in C, similar to tkinter in python (uses the concept of widgets and geometry managers to place elements on the screen). This library handles the addition of new types of widgets and geometry managers by the user.

Personal projects

August 2022 - September 2022

- **Raycaster in C using SDL library**

Graphical interface built from scratch with SDL. Allows to cast light (rays) against obstacles (lines, curves) which are created by the user beforehand.

Since June 2022

- **Website**

Small website built from scratch to present my CV and my projects. No framework was used for the Javascript part. Go check it out ! (link above in the "Contact" section)