




Skillset

- **Languages/Frameworks** : Java, Javascript, React, Typescript, JavaFX, Python, C, C++, MATLAB, Node.js, OCamel.
- **Tools/Softwares** : Git, Linux (*Ubuntu / WSL*), Scenebuilder, Inkscape, VsCode, GDB.
- **Markup languages** : CSS, SASS, HTML, \LaTeX , Markdown, Neovim.

Education

2020	→	Current	 McGill University <i>Major. Physics and Computer Science</i> (CGPA ~ 3.8)
2018	→	2020	 McGill University <i>(Hons.) Physics</i>
2015	→	2018	 College de Bois-de-Boulogne <i>Computer Science and Mathematics</i> (R-Score ~ 32)

Personal Projects

Particle Geometrical Simulation

A particle sandbox with main functionalities being arrangement in shapes and natural forces modelling.

 [\[Source code\]](#)

- **Physical phenomena modelling**
Gravitational force, electrostatic force, and elastic collisions
- **Dynamic shape arrangement and animations**
Circle, square, diamond, spiral, sunflower spiral ; division of a given shape rotation of shapes with the mouse.

Technologies

Java
JavaFX
CSS
Scenebuilder

Weather Application

A graphical weather application with forecast containers and graphs.

 [\[Source code\]](#)
 [\[Website\]](#)

- **Weather forecast**
hourly (24) and daily (7) forecast, with data fetched from an online API
- **Interactive components and animations**
Carousel containers for daily and hourly forecasts; styled bar charts for daily and hourly forecasts.

Technologies

React
Javascript
CSS
HTML

Honors & Awards

- **Computer Science Excellence Scholarship Award**
By Ministry of Higher Education (April 2021).