Valentin Kephren Porcellini

vp272@cornell.edu Los Angeles, CA 90020 https://github.com/Sallaa

EDUCATION

Cornell University, Ithaca, NY

Expected May 2020

Master of Professional Studies in Information Science - GPA: 3.89

Université de Technologie de Troyes, Troyes, France

February 2019

MS, Software and Information Systems Engineering, specialization in Software Project Management

PROFESSIONAL EXPERIENCE

Cornell University, Teaching assistant for Rapid Prototyping – Ithaca, NY

Spring 2020

- Assisting 45 students in Arduino programming, hardware wiring, laser cutting, CAD modeling during weekly office hours.
- Coaching 3 groups of students to design their project prototype with Fusion360.

Samsung Research, Research Software Engineer – Daejeon, South Korea

Fall 2018 – Spring 2019

- Developed a framework for placing an Avatar in AR/VR based on spatial similarity measurement at KAIST IBD Lab.
- Designed and developed a user study to test Avatar Placement using Three.js (WebGL) and built Express server routes and logs. Research results were presented to annual Samsung corporate conference in Seoul.
- Refined a 100,000 entries dataset with NumPy for a Case-Based Reasoning framework.
- Successfully published two papers and presented the spatial similarity framework at CAADRIA 2019 in New-Zealand.

Dassault Systèmes, Full Stack Developer Intern - Vélizy-Villacoublay, France

Fall 2017

- Refactored a J2E web app architecture for customer monitoring of batch executions with scalable MVC design pattern.
- Successfully created new servlets with Oracle database requests to produce 50 different D3.js data visualizations.
- Reported improvement of data readability by 70% from client. Deployed the product to multiple major international clients.
- Formalized technical and end-user documentation and presented the new UI/UX to 3 international cross-functional teams.

PROJECTS

iOS Augmented Reality App – Plum Tree Restaurant, Ithaca, NY

Spring 2020

- Built an MVC mobile application based on ARKit and Swift for a local restaurant for visualizing dishes with AR.
- Developed UI components with AutoLayout and CloudKit. Client satisfaction led to future publication to the App Store.

Fact-checking Web Platform - Mozilla (Mentorship), Medium Design Collective, Ithaca, NY

Spring 2020

- Working on a React web application with Flask that will recognize press article content and opinions.
- Currently developing an RNN (LSTM) system for classifying news articles with PyTorch.

React WebApp for Music Albums Reviews - Cornell University, Ithaca, NY

Spring 2020

- Developing a React website as part of a course project with ES6, Emotion, Node.js, Firebase (NoSQL).
- Coded the core pages with Functional programming only (React Hooks) and integrated Firebase Auth to the application.

UX/UI Design for Finance Data Governance – Google, New York, NY

Fall 2019

- Worked on a collaborative finance tool for Google as a Cornell capstone project. Led weekly meetings and client communication. Collaborated on-site with Designer and Finance Directors to define specifications.
- Defined User Journeys and Service Blueprints for key business stakeholders and designed more than 20 screens using Sketch and Material Design; success led to a client request for a design for a second design solution.

Arduino Wearable for Guiding Visually Impaired People - Cornell University, Ithaca, NY

Fall 2019

- Designed Arduino-based wristbands to help navigate in space by adjusting path using haptic feedback and compass sensor.
- Worked on ML hand gesture recognition using accelerometer and gyroscope sensors data. Documented 95% recognition rate.

SKILLS

Programming Languages: Strong: JavaScript, ES6, Java, HTML, CSS, Familiar: Python, Swift, SOL, NoSOL, Git.

Web frameworks: React, Node.js, D3.js, Three.js, Node.js, REST, jQuery, Ajax.

Design: Sketch, Figma, Fusion360.

Languages: French (native), English (fluent), Spanish (basic).