HUGO **SERIEYS**

COMPUTER SCIENCE STUDENT LOOKING FOR A 6 MONTHS INTERNSHIP FROM APRIL 2020 IN WEB DEVELOPMENT

EDUCATION

2017-... • COMPUTER SCIENCE AND ELECTRONICS MASTER DEGREE

at Ecole des Mines de Saint Etienne

♥ Gardanne, France

Three year course in computer science and microelectronics, with third year major in computer science and minor in security (ending with a master degree). Courses included: software/web/mobile programming, machine learning, client-server, databases, cryptography, management.

2015 - 2017 • PREPARATORY CYCLE FOR ENGINEERING SCHOOLS IN PHYSICS AND MATHEMATICS

at Jules Ferry high school

▼ Versailles, France

WORK EXPERIENCES

March - August • 2019

RESEARCH INTERNSHIP IN DATA SCIENCE

at EURA NOVA

♥ Bruxelles, Belgium

Deep learning research on domain adaptation.

- Implementation of state-of-the-art algorithms from papers,
- Benchmark of these algorithms on given image datasets,
- Original contribution.

Tools: Python, TensorFlow 2.0, Pytest (TDD), Sphinx, Docker, Git, Linux.

June 2018 - March 2019

WEB DEVELOPER

at M-GaTE

♥ Gardanne, France

Implementation of a web interface for connected objects management.

- Authencation system,
- Database management,
- User and administrator interface,
- Customized file generation system.

Tools: HTML, CSS (Bootstrap), Javascript (jQuery), PHP, MySQL, Git.

September 2018 • - January 2019

PROJECT MANAGER

at Ecole des Mines de Saint Etienne

♥ Gardanne, France

Project with EURA NOVA to design a application for automated video analysis.

- Specification document, bibliography, technical answer (schedule, to-do list, tools to use, risks assessment),
- Project management, comunication between stakeholders, meeting facilitation, project pitch.

SIDE PROJECTS

October 2019

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PORTFOLIO WEBSITE



Design of my portfolio website to discover React JS framework :

- Front-end development in React,
- Multilingual webiste,
- Continuous integration.

Tools: Html/Css (Bootstrap), Javascript (React), Git, Travis Cl, JSON Resume.

September 2019

SCHOOL PROJECT : CONNECTED MINESWEEPER

Design of a connected minesweeper game in Java.

- Game rules management,
- User interface,
- Network game management using sockets and threads.

January -November 2018

WEB DEVELOPER

at Forum Entreprises ISMIN (FEI)

Update of the association website, especially for the frontend part (new user interface, mobile-friendly).

Tools: Html/Css (Bootstrap), Javascript (jQuery), Git.



ABOUT

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SKILLS

PROGRAMMING LANGUAGES

WEB OTHERS
HTML/CSS Python
Javascript/Typescript Java
PHP C, C++
(My/PostGre)SQL Embedded C

CMS/Framework:Wordpress, jQuery, Bootstrap, NodeJS, TensorFlow, ReactJS

SOFTWARES

MatLab Photoshop Android Studio Lightroom Excel InDesign Illustrator

LANGUAGES

English (good • • • • • working knowledge, TOEIC 980)

Spanish
Japanese

HOBBIES

Travel (european capital cities) Cooking Chess

SPORTS

Mountain activities (hiking, wildcamping, skiing, rafting) Running and trail running Martial arts (4 years of practice)

ARTS

Theatre (improvisation, performances) Photography (landscapes) Drawing, watercolor Guitar (autodidact)