Jade Therras

Neuro-X master student at EPFL
French, English

Contact

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jade Therras

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Formation

09/2022 - 08/2025

Master in Neuro-X

EPFL

10/2019 - 08/2022

bachelor in Life sciences engenieuring

EPFL

Skills

- **programming language** Kotlin, C++, C#, python, matlab, godot, Julia, R, javascript,CSS, HTML, latex.
  Error management and documentation

About me

Currently in Master of Neuro-X at EPFL, after a life sciences bachelor's degree, I'm now searching for a meaningful master's thesis.
I'm determined, have a lot of energy, and I'm always in quest of new challenges and projects. I love to share and teach at least as much as I love to learn.

Internship

R&D in biomechanical solutions at Össur — 09/2022-02/2023
ÖSSUR, Reykjavik, Iceland

I worked on knee and foot prosthesis development. In particular on a mechanical knee, a friction test system (from the testing set-up to the user-friendly computer interface), and a modular foot pyramid. (Solidworks, 3D printing, production in carbon and aluminium, Python programmation)

work experiences

Teaching assistant — 2021 - 2024
EPFL

A student assistant helps students understand the course and practice exercises and can assist the professor in organizing the course.

- **Game Design and Prototyping** I assisted the professor in the first year of the course. I conducted help sessions for students, gathered resources and provided coding support.
- **Mathematics teaching assistant** I conducted exercise sessions for 4 different courses across the years : Analysis, linear algebra and 2 first years mathematics courses for university students.

Semester and MAKE project

Assistive technology challenge - Team member — 02/2024 - 08/2024
GitHub of the project

Helpie, an app to help mentally impaired people to travel alone. Developed in collaboration with Swiss public transport, the Android app guides step-by-step the user to travel. I was the coding leader of the app, conducted meetings with users and participated in project presentations. Selected to participate to the EuroTeQ hackathon.

IGEM - EPFL 2023 team 48C - SV Team member, Game designer — 02/2023 - 11/2023
website of the project

Developed a live biotherapeutic product to catch cadmium in the gut, avoiding bioaccumulation and contamination. We also created an educational video game introducing synthetic biology and set up an IGEM-like competition for pre-university students. I was the coding leader, worked on product and market studies, and participated in research on the biological part.

- **programming software** Android studio, Jupyter notebook, Geany, Qt creator, spyder, visual studio, Unity 2D/3D, Godot, React
- **desktop software** Overleaf, Word office, Excel, LibreOffice
- **art and graphic software** Illustrator, clip studio paint, Canvas
- **modelisation and simulation** Solidworks

Bachelor project - Laboratory of Topology and Neurosciences - EPFL 02/2022 - 07/2022
Laboratory webpage

I studied how topological data analysis methods can be applied to biological data such as single-cell RNA velocity.

Associations & personal project

Class representative 09/2021 - 09/2022
SV Department EPFL

I represented students from my degree program, participated in student representative meetings, and helped organize a conference day to assist students in envisioning their future paths.

Communication manager 09/2020 - 08/2021
SV industry - EPFL association

SV industry aims to link the industry world and EPFL SV students. I promoted the association activity by creating and managing social networks. I established a graphical identity with posters and logos and designed the comity hoodies. Additionally, I took part in interviews with industry professionals.

Team leader recovery ECHO, Space Race project 09/2020 - 08/2021
EPFL rocket team - EPFL association

Construct an engineer rocket in one year, with a novice bachelor students team. I managed the recovery team, including parachute, electronic and mechanic ejection systems. I worked on the parachute's plan and production.

16th September 2024

Jade Therras