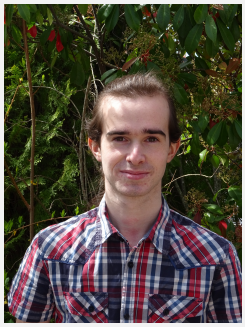

Landry Bailly

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EDUCATION AND QUALIFICATIONS

2024 - 2027
Bordeaux, France

Ph.D: Laboratory for the Integration from Material to System
Bordeaux University

2022 - 2024
Saint-Etienne, France
Freiburg, Germany

Master: Machine Learning and Data Mining (+ Bioinformatics)
University Jean-Monnet and Erasmus at Freiburg Albert Ludwigs Universität

2019 - 2022
Saint-Etienne, France

Bachlor's equivalent: CITISE (GE2I + Licence 2 Physics Science for the Engineer) + First year, Engineering school by apprenticeship
Télécom Saint-Etienne

2016 - 2019
Montbrison, France

High school degree: Engineering Science + Computer and Digital science, grade A pass
Beauregard high school

WORK EXPERIENCES

2024-2025
Bordeaux, France

MCE (Supplementary Teaching Assignment)
64h
• Computer science and electronics in GEII (Génie Électrique et Informatique industriel)

2024
Tokyo, Japon

Internship: IIS Laboratory
5 months, Master 2 internship
•Real-time Event processing of biosignals on FPGA.

2021-2022
Saint Étienne, France

Actemium Lyon Process Automation
1 year, apprenticeship with Télécom (Data Engineering)
• Web development in ASP NET core
• Supervisory Control And Data Acquisition with Ignition

2021
Saint Étienne, France

Internship: Huber-Curien Laboratory
4 months, GEII 2 internship
• True Random Number Generator on FPGA

SKILLS

Digital Design & Hardware:
- FPGA development and implementation (TRNG, Spiking Neural Networks)
- Xilinx platforms (KRIA KR260, AXI-Lite protocol)
- Electronic circuit analysis
- Embedded systems and industrial automation

Software Development:
- Neural network simulation from scratch (NumPy-based SNN implementation)
- Frameworks: MVC architecture, web services development

Machine Learning & Mathematics:
- Machine Learning algorithms and applications
- Computational complexity theory
- Theoretical computer science (Turing machines, dynamic programming, genetic algorithms)

Software : Visual Studio, Matlab/Octave, Vivado, Quartus

Computer languages : C/C++, C#, Python, VHDL, Shell, JS, HTML, CSS, Prolog

PERSONAL INTERESTS

- Improv theater: Member of amateur theater troupe
- Board game design