

JULES ESPINOUX

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EDUCATION

ISAE-SUPAERO

Master of Engineering, Data and Decision Science - [Link](#)

Toulouse, France

2022 – 2026

- **Anticipated Coursework:** Machine Learning, Deep Learning (PyTorch, TensorFlow), Big Data Engineering.
- **Relevant Coursework:** Data Structures and Algorithms, Optimization, Statistics and Probability.

University of Limerick

Erasmus semester, Data Science

Limerick, Ireland

Sep. 2024 – Dec. 2024

- **Relevant Coursework:** Machine Learning, Database Systems, Data Analytics, Applied Mathematics.

Lycée Déodat de Séverac

PTSI - PT*, Preparatory program for French top engineering schools (ranked 2nd in Mathematics)

Toulouse, France

Sep. 2020 – Jul. 2022

EXPERIENCE

Software Engineer Intern

Salomon

Feb. 2025 – Aug. 2025

Annecy, France

- Developed a beta mobile application with Flutter (iOS/Android), expanding the tester base from 8 to 120+ users. Directly improved feedback loops and feature validation speed by 3x.
- Delivered core features for the mobile frontend, set up and automated three deployment environments, and implemented CI/CD pipelines to streamline delivery, including automated releases to the App Store and Play Store.
- Built robust RESTful APIs with Node.js (Serverless), designed DynamoDB schemas, and implemented scalable data pipelines with S3.
- Partnered with UX designer, led workshops, and conducted 10+ user interviews to refine features. Participated in daily Agile stand-ups, gaining solid Scrum experience.

Software Engineer Intern

Centre National de Ski Nordique

March 2024 – July 2024

Prémanon, France

- Developed from scratch a full-stack analytics platform using PostgreSQL, FastAPI, Docker and Streamlit. Introduced new performance insights, and reduced race analysis time by 70%.
- Collaborated with national biathlon coaches to deliver detailed data insights for the 2025 Biathlon World Championships, contributing to the French teams' record-breaking medal performance.

PROJECTS

Sokoban Game | Python, C, Streamlit, PostgreSQL, FastAPI, Docker – [Link](#)

Ongoing

- Developed the Sokoban game and solver in C; implemented an alternative solver using binary trees, improving average solution speed by 50%.
- Designed a PostgreSQL database to store user scores, built a frontend with Streamlit, and integrated FastAPI for efficient data retrieval.

Hackathon ENS | PowerShell, Makefile, Docker

June 2025

- Developed a PowerShell script to optimize project dependencies for Windows users. Reduced bugs and increased setup speed by 15%.

TECHNICAL SKILLS

Languages: Python, TypeScript, C, SQL, Git.

Frameworks: Sklearn, Flutter, Streamlit, FastAPI, Selenium, Jest.

Developer Tools: AWS, Docker, Fastlane, GitLab, GitHub.

OTHERS

- **Chess** – Elo 1954 (FIDE profile). Competitive player for 10 years. Participated in French Youth Championships and won regional events, developing strong analytical and concentration skills.
- **Triathlon and Open Water Swimming** – Passionate about endurance sports, regularly competing for personal challenge and well-being.