

# Application for an IT internship

2 - 3 months from June 1, 2020

21 years

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## computer skills

Office: Pack office, pack Microsoft, Linux, LaTeX Modelization: UML

Software:

Java, C++, C, Python, Scheme, OracleSQL, OpenGL, MySQL

Web:

HTML5, CSS3, PHP 7, Javascript

Three.js

## **Center of interest**

Theater

Member of the company
"Mandragor" participation in
festivals and theatrical
performances from 2006 to 2016.

Game Jam:

EduGameJam 2019: "L'oeil de Jean" 4th place

**Diploma** 

2019 - C2i level 1

2016 - Baccalaureate S Mention

Langues

French, English, Spanish

#### Education

2019- in progress License 3 Cursus Master Engineering - Computer Science

University of Montpellier

> Study of preferences in the expression of quantification

Supervised research work over 1 year

2017-2019 License 1 & 2 in Cursus Master Engineering -Informatics

University of Montpellier

Visualization of Mandelbrot Fractals

3-month programming project

• Realization of a Mandelbrot Fractal representation software in C ++ and Opengl

2016-2017 1st year of Preparatory Class in Physics Chemistry and Engineering

Joffre High School, Montpellier

2016 Bachelor of Science Mathematics Honours

Jean Monnet High School, Montpellier

**IT** experience

2019 August Initiation to research internship: Artificial Intelligence

Centre International de Mathématiques et Informatique (CIMI), Toulouse

Learning Artificial Intelligence techniques.

Understanding of societal challenges and ethical risks

2019 June (2 months) Research internship

Laboratoire d'Informatique, de Robotique et de Microélectronique de Montpellier

Synthesis bibliography on all the projects of "immersive annalytics"

Development and implementation of a VR visualization program (Occulus GO).

2016 August Research initiation internship: Security

Centre International de Mathématiques et Informatique (CIMI), Toulouse

Learning the basics of computer security and cryptography

2015 april Ateliers et 2 camps d'informatique

Epitech, Montpellier

Discovering and learning code through video games

MathC2 + initiation to research mathematical sciences and computer science

University of Montpellier

Discovery of bioinformatics, programming: introduction to the Python language, use of Arduino

### Other experiences

2014

2018 June

2018 August (1 month) Administrative assistant

Crédit Foncier, Charenton-Le-Pont (94)

Updating the records of the Implementation service

Constitution of requests for expertise

Teaching internship in an application school

Charles Daviler School Montpellier

Technical assistance and support for teachers

Implementation of computer art

## **Association and Volunteering**

2019 Treasurer of the association «Hello World»

> Participation in the organization of the 2019 festisciences

> Financial management of the association

Realization of a project on deepLearning (creation of the "Threat" machine)

February 19, 2019 Open House Volunteer

> Welcoming students at the IT department stand and presenting the university course