


# LANCELOT BLANCHARD

Third year Student in MEng Computing  
Imperial College London

## CONTACT

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## EDUCATION

2018 2022	<b>MEng Computing, Imperial College London</b> <ul style="list-style-type: none"><li>• First Class Honours in Years 1 and 2.</li><li>• Dean's List in Year 2.</li><li>• Awarded by the 2018 Entrance Scholarship for best application.</li></ul>
2015 2018	<b>French Scientific Baccalauréat with International Option (OIB)</b> <ul style="list-style-type: none"><li>• Highest Honours (average 18.69/20).</li><li>• Highest mark in Computing, Mathematics, Natural Sciences, Philosophy and Science Group Project.</li></ul>
2006 2018	<b>Classical Piano and Music Theory, Conservatory of Rennes</b> <ul style="list-style-type: none"><li>• Grade 8 Equivalent with Advanced Harmony</li><li>• Honours.</li></ul>

## KEY ENGINEERING PROJECTS

- DJ Synchronisation Technology - DJStreamr (Second Year Group Project)** Jun 2020 - Sep 2020
- Designed and implemented a brand-new technology to allow the synchronisation and livestreaming of remote DJ gigs.
  - Practiced Full Stack skills using Typescript, HTML, CSS and Vue.js on the Frontend, and Kotlin and AWS on the Backend.
  - Gained interest of DJ companies (Native Instruments) and DJ labels (DEFECTED). Ranked 3rd best project overall.
- AI Chess Player (First Year Group Project)** Jun 2019
- Developed a C Program that uses OpenCV (Computer Vision) to detect the state of a physical chess board using a phone's camera. The state is then processed by AlphaZero AI over SingularityNET to answer the best next move.
  - Most Interesting Extension Prize and ranked 2nd best project overall.
- Analysis of Spotify Algorithmic Playlists (Year 13 Computing Group Project)** Jun 2018
- Developed Python algorithms to collect data of tracks featured on different Spotify Algorithmic playlists over time, using the beta Web Service 'SpotOnTrack' as well as the Spotify API.
  - Analysed the data using R to find correlations between track peak positions, the duration of their stay in the playlist and their keys as well as Spotify's own 'Audio Feature' parameters.
  - Received highest mark for the project.
- Study on the Influence of Music on the Brain (Year 12 Science Group Project)** Sep 2016 - Feb 2017
- Conducted research in Music, Biology, Neuroscience and Psychology.
  - Developed an open-source web app interactive survey using Javascript and PHP.
  - Collected and analysed over 1,400 answers to gain an understanding of the effect of music on people's emotions.
  - Received highest mark for the project.
- Development of Android Messaging App** 2014
- Developed frontend using Java for Android and backend using Java EE and Google Cloud Platform's Datastore services.
  - App released on Google Play Store.

## SKILLS & INTERESTS

### Computing



Python, Java, Kotlin, C, Haskell, Git, R, SQL, HTML, CSS, PHP, Javascript, Typescript, Linux, AWS, GCP



### Languages

French (Native), English (Fluent), German



### Music

Piano, Guitar, Production, Songwriting, Mixing, Sheet Writing, Synth Design



### Sports

10k runner (personal best 45:17)

## ADDITIONAL EXPERIENCE

### ICR Production

Oct 2019 - Present

#### University Recording Studio & Label

- Manage a fully equipped recording studio and train people to use the equipment with monthly workshops.
- Record bands, broadcast live sessions on the University radio and share recorded music online.

### SENSE

Mar 2016 - Present

#### Music Group signed with Netzwerk

- Promote and sell songs to brands (Gelato Pique, Ipagoo), movies (YouTube Premium) and world-famous Vloggers.
- Develop business and machine learning strategies leading songs to the Top 10 charts in the Philippines and Top tier Playlists.

### Anchor for a webradio

Aug 2013 - Jul 2015

- Managed music broadcasting and runned weekly shows.