LANCELOT **BLANCHARD**

Third year Student in MEng Computing
Imperial College London

CONTACT

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EDUCATION

2018 - 2022

MEng Computing, Imperial College London

- First Class Honours in Years 1 and 2.
- Dean's List in Year 2.
- Awarded by the 2018 Entrance Scholarship for best application.

2015 - 2018

French Scientific Baccalauréat with International Option (OIB)

- Highest Honours (average 18.69/20).
- Highest mark in Computing, Mathematics, Natural Sciences, Philosophy and Science Group Project.

2006 - 2018

Classical Piano and Music Theory, Conservatory of Rennes

- Grade 8 Equivalent with Advanced Harmony
- Honours.

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 Nettwerk

- 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 run weekly shows.