


LUCAS BERTINCHAMP

AI DEVELOPMENT INTERNSHIP FOR VIDEO GAMES (MAY 2024)

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SUMMARY

- Portfolio available : <https://lucas-bertinchamp-portfolio.vercel.app>
- French student in a double master's degree in computer science at Polytechnique Montréal
- Curriculum focused on artificial intelligence
- Proficiency in various programming languages: Python, Java, C++, C#
- Teamwork skills: listening, proactivity, management

COURSES

- August 2023 - Today
Double diploma at Polytechnique Montréal - Master's degree in computer engineering
Master's degree in computer engineering focused on artificial intelligence.
Courses taken: AI, methods and algorithms / Data mining / Natural language processing / Intelligent agents for video games / Metaheuristics / Recommender systems
- Sept. 2021 - July 2023
École des Mines de Nancy - Nancy (54000), France
French engineering school with a scientific core curriculum and specialization in computer science. Courses cover algorithms and programming, software engineering, compilation, the web, robotics and artificial intelligence (machine learning).
- Sept. 2019 - July 2021
Classes Préparatoires aux Grandes Écoles - Lycée Faidherbe, Lille (59000), France
2-year program to prepare for national entrance exams to France's top engineering schools. Majors in Advanced and Applied Mathematics, Computer Science and Physics.

EXPERIENCE

- Sept. 2022 - June 2023
Individual scientific project in robotics and artificial intelligence
Development of algorithms based on reinforcement learning to enable a quadruped robot to move autonomously towards a target while avoiding obstacles. Work carried out in simulation but also on real robots.

- Jan. 2023 - May 2023 **Collaborative project: "Animation and video game technology" - ARTEM Campus, Nancy (54000), France**
Creation of a "Mario like" video game in Unity in collaboration with students from the campus art and design school. Implementation of a Game Design Document and development of all aspects of a game.
- Sept. 2022 - April 2023 **Collaborative project: "Design, innovation, production" - Campus ARTEM, Nancy (54000), France**
Creation of an innovative object through all the stages of a product's life, from the ideation phase to production. Group projects including students from engineering, business and design schools.
- Jan. 2022 - Feb. 2022 **Operator internship at Descaform, Liévin (62800), France**
One-month internship to discover the working environment in a wood processing workshop.
Missions: Machine work, handling, quality control.
Skills: Teamwork, listening, decision-making.
- Sept. 2021 - June 2022 **Scientific project on the cybersecurity of connected objects**
Simulation of cyberattacks using physical systems (USB key, telephone charging cable). Questioning the accessibility of such attacks to neophytes.
- Sept. 2020 - Jul. 2021 **Travaux d'Initiative Personnelle Encadrée (TIPE) - Lycée Faidherbe, Lille (59000), France**
Introductory work in computer science research on the design of algorithms for optimizing routes on the road network (inspired by the travelling salesman problem). Development of simulations and graph traversal algorithms.

LANGUAGES

- French Native
- English C1 Advanced : IELTS (January 2023 - Overall band score : 7/9)
- Japanese JLPT N5 (December 2022)

COMPUTER SKILLS

- Development Python, Java, HTML, CSS, Javascript and Typescript (NextJS), C#, C++
- Logiciels Suite Office, Visual Studio Code, Unity
- Systèmes d'exploitation Windows, Linux
- Autres Github (lucas-bertinchamp), Advent of Code 2022 and 2023

MISCELLANEOUS

- Other certification MOOC Project Management (December 2021)
- Hobbies
 - Games of all kinds: video games, adventure-oriented board games, management games, strategy games. Interested in creating video games with Unity or RPG Maker. Amateur chess player.
 - Keen interest in Japanese culture and self-taught language.