# Thomas Bouvier

*Engineering student in*
*Electronics and Computer Science*

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## Education

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| September 2014–now | **Engineering student**, *Institut National des Sciences Appliquées (INSA)*, Rennes, France. <br> Specialized in Electronics and Computer Engineering |
| June 2014 | **High school diploma in Science**, *Lycée Immaculée Conception*, Laval, France. <br> A-levels equivalent, 18.39/20 |

## Experience

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| April 2016–now | **Ouest INSA**, *Junior enterprise*, Rennes, France. <br> 2017 : head of the IT division. Management of the structure and development of business plans. Organization and delivery of training courses for students. Implementation of a new open-sourced ERP system. <br> 2016 : member of the IT division. Project management. Technical support. Development of showcase websites. |
| June 2015–July 2015 | **Axis Electronique**, *Internship*, Laval, France. <br> Functional testing of embedded systems. Development of an NMEA frame parser (C++). Development of a library for the elaboration of test benches (Java). |

## Projects

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| September 2017–May 2018 | **InnovR, 4th year research project**, *INSA*, Rennes, France. <br> Software developer. <br> Study of an ICP-based registration of point clouds based on octrees, in order to implement it in a localization and mapping solution (SLAM). The aim was to register the acquired point clouds with existing 3D models, to provide high-level navigation. <br> **Matlab** \| **C++** \| **PCL** |
| February 2017–May 2017 | **Floppy Bird, 3rd year school project**, *INSA*, Rennes, France. <br> Software developer and supervisor in a 5-member team. <br> Development of a *Flappy Bird*-like game including a neural network-based algorithm (NEAT) for artificial intelligence. The aim was to implement this algorithm on a robot with a stylus so it could play on a tablet. <br> **C** \| **SDL** \| **Gcov** \| **cmocka** \| **Design patterns** \| **Raspberry Pi** |
| September 2016–now | **Insapp, association**, *INSA*, Rennes, France. <br> Software developer in a 4-member team. <br> Development and maintenance of the Android version of Insapp. The aim is to promote associations and related events within the school. The application is used daily by students and school staff. <br> **Java** \| **Android** \| **Docker** \| **Golang** |

## Skills

### Computing

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| Languages | Proficient : Java, C, C++ ; prior experience : HTML/CSS, PHP, SQL, Golang |
| Frameworks and tools | Linux, Git, Docker, Android, libgdx, Qt, OpenGL, Node.js, React and React Native, Laravel, Bootstrap, Sass, LaTeX |

### Electronics

Arduino, Raspberry Pi, PCB design, VHDL

### Languages

French (native speaker), proficient in spoken and written English

## Interests

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| Like | Entrepreneurship, science and technology, security, free software, webdesign, electronic music, guitar (playing for 10 years). |