# Thomas Bouvier

Engineering student in Electronics and Computer Science

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tomatrocho.github.io

## Education

September Engineering student, Institut National des Sciences Appliquées (INSA), Rennes, France.

 $2014\mbox{--}now~$  Specialized in Electronics and Computer Engineering

June 2014 High school diploma in Science, Lycée Immaculée Conception, Laval, France.

A-levels equivalent, 18.39/20

## Experience

April Ouest INSA, Junior enterprise, Rennes, France.

2016—now 2017: head of the IT division. Management of the structure and development of business plans. Organization and

2016: member of the IT division. Project management. Technical support. Development of showcase websites.

delivery of training courses for students. Implementation of a new open-sourced ERP system.

June Axis Electronique, Internship, Laval, France.

2015–July Functional testing of embedded systems. Development of an NMEA frame parser (C++). Development of a library

2015 for the elaboration of test benches (Java).

## Projects

September InnovR, 4th year research project, INSA, Rennes, France.

2017--April  $\,$  Introduction to Research, software developer.

2018 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

mapping solution (SLAM). The aim was to register the acquired point clouds with existing 3D models, to provid high-level navigation.

Matlab | C++ | PCL

February Floppy Bird, 3rd year school project, INSA, Rennes, France.

2017–May Software developer and supervisor in a 5-member team.

 $2017 \quad \text{Development of a $\mathit{Flappy Bird}$-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.

C | SDL | Gcov | cmocka | Design patterns | Raspberry Pi

September Insapp, association, INSA, Rennes, France.

2016—now Software developer in a 4-member team.

Development and maintenance of the Android version of Insapp. The aim of this social network application is to promote student associations and related events within the school. It is used daily by students and school staff.

Java | Android | Docker | Golang

# Skills

#### Computing

Languages Proficient: HTML/CSS, Java, C, C++, Matlab; prior experience: JavaScript, PHP, SQL, Golang

Frameworks Linux, Git, Docker, Android, libgdx, Qt, OpenGL, Node.js, React and React Native, Laravel, Bootstrap, and tools Sass, LATEX

## Electronics

Proficient: microcontrollers, VHDL; prior experience: PCB design, assembler language

Tools Arduino, Raspberry Pi, Intel Quartus, ModelSim, Simulink

### Languages

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

### Interests

Entrepreneurship, science and technology, artificial intelligence, digital image processing, security, free software, webdesign, electronic music, guitar (playing for 10 years).