Thomas Bouvier

Engineering student in
Electronics and Computer Science

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Education

September 2014–now — **Engineering student**, *Institut National des Sciences Appliquées (INSA)*, Rennes, France.
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

May 2018–August 2018 — **Thales**, *Internship*, Paris, France.
Development of a real-time spectral analysis functionality integrated into a modem product. Definition of input/output flows, integration on embedded DSP target and development of the HMI.

April 2016–December 2017 — **Ouest INSA**, *Junior enterprise*, Rennes, France.
2017 : head of the IT division. Management of the structure and development of business plans. Organization and delivery of technical training courses for students. Implementation of a new open-sourced ERP system (Jeyser CRM).
2016 : member of the IT division. Project management. Technical support. Development of showcase websites.

June 2015–July 2015 — **Axis Electronique**, *Internship*, Laval, France.
Functional testing of embedded systems. Development of an NMEA frame parser (C++). Development of a library for the elaboration of test benches (Java).

Projects

September 2017–April 2018 — **InnovR, 4th year research project**, *INSA*, Rennes, France.
Introduction to Research, software developer.
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. Writing of a scientific article.
Matlab | **C++** | **PCL**

February 2017–May 2017 — **Floppy Bird, 3rd year school project**, *INSA*, Rennes, France.
Software developer and supervisor in a 5-member team.
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.
C | **SDL** | **Gcov** | **cmocka** | **Design patterns** | **Raspberry Pi**

September 2016–now — **Insapp, association**, *INSA*, Rennes, France.
Software developer in a 4-member team.
Development of the Android version of Insapp, the API and the administration interface. 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 | **Kotlin** | **Docker** | **Golang** | **REST API** | **React**

Skills

Computing

Languages — Proficient: Java, C, C++, Golang, Matlab ; prior experience: web technologies and databases

Tools — OS, Git, Docker, Qt, Node.js, React and React Native, LaTeX

Electronics

Prior experience: RTOS, microcontrollers, VHDL, 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, critical thinking, artificial intelligence, security, open source software, webdesign, electronic music, guitar (playing for 10 years).