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Profile

Passionate about informatics, new technologies and concerned about privacy in the tech industry, I am an excellent team worker and know how to bring motivation and responsibilities in my team. I consider myself dedicated to quality, usability, security and scalability and know how to prioritise development projects.

Education

University of Tokyo (TODAI), Japan - Master's exchange student (GPA: 3.81)

2016

IMT Atlantique, France - General Engineer Master, majored in computer science & robotics (GPA : 3.40)

2014-2017

Experience

Lead software developper - Malou Food Marketing, Paris

Apr. 2019 - current

- In charge of the entire in-house software development (technology stack, architecture, tests & stability, continuous integration & deployment, scalability).
- Initiated, lead and implemented software solutions for critical business processes, increasing productivity throughout the organisation and unlocking business development opportunities.

Software engineer - Ekimetrics, Hong Kong

6 mos : Sept. 2018 - Mar. 2019

- Refactored a 7 year old legacy tool to avoid losing a major client: reduced computation times by a 100, increased code test coverage from 0 to 80%, automated error reporting, facilitated maintenance with modular architecture and clear documentation.
- Worked in full autonomy while in Hong Kong with both client and development team based in France.

Software engineer - Ekimetrics, Paris

2 yrs : Mar. 2017 - Mar. 2019

- Designed and developed custom tailored web applications focused on data analytics and visualizations aimed at making decision taking processes more efficient for C-level executives.
- Implemented best practices into the development team : BDD, CI, documentation & better communication.

Continuous integration intern - Heartflow, San Francisco

3 mos : Feb. - Apr. 2016

- Improved continuous integration by developing a Phabricator module monitoring development KPIs.

Projects

Video game competition website & Arduino connected object

https://ekitag.herokuapp.com

- Created a community managed video game website to track player statistics.
- Developed browser plugins to automatically collect scores by scrapping endgame screen.
- Added league system with custom player scoring algorithm to generate balanced teams using historical data.
- Connected platform to a custom Arduino web server, activating a hacked light to warn players when a game starts.

Personal website https://www.ypicard.dev

Food slacking bot

https://food-slacking.herokuapp.com

- Slack bot gathering Paris food delivery services daily menus, using web scrapping and API hacking.
- Downloaded over 100 times and contacted several times for partnership opportunities.

Certificates

Machine Learning: Classification, neural networks, deep learning (Coursera Course).

Technologies

Languages & frameworks: NodeJS, Ruby on Rails, Angular, Python, Flask, SQL, Mongo, Matlab, D3js.

Tools & environments: AWS (EC2, S3, Beanstalk), Heroku, Docker, git.

Mathematics: Algorithms, advanced statistics and probabilities, linear algebra, geometry.

Extras

Languages: Native English & French speaker, Japanese learner.

Sports: Surf (5 yrs.), rock climbing (8 yrs), yoga (3 yrs.), unicycle instructor.

Latest reads: Life 3.0: Being Human in the Age of Artificial Intelligence (by Max Tegmark), Pilgrim (by Terry Hayes).