Yann Picard

Software Engineer

yann.picard95@gmail.com
+33.6.95.39.59.68
https://www.ypicard.dev
24 years old

Profile

Understanding and solving software challenges is what I do best. My critical thinking and dedication to finding the optimal solutions for my company and its audience are part of my strengths. I am also an excellent team worker.

Education

University of Tokyo (TODAI), Japan – Master's exchange student (GPA : 3.81) ***2016***

IMT Atlantique, France - General Engineer Master - 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, performance, user experience, tests & stability, continuous integration & deployment, scalability).

Backend 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 object-oriented architecture and clear documentation, redesigned entire UX.
- Worked in full autonomy while in Hong Kong with both client and development team based in France.

Software Engineer / Full Stack Developer - Ekimetrics, Paris ***2 yrs : Mar 2017 - Mar 2019***

- Improved C-level executives decision making processes with custom web applications focused on data analytics and visualizations.
- Designed, developed, deployed and monitored over 10+ systems simultaneously running on different environments, used worldwide.
- Implemented best practices into the development team : BDD, CI, documentation & better communication.

Continuous Integration Intern - Heartflow, San Francisco ***3 mos : Feb - Apr 2016***

- Developed a monitoring module to track continuous integration KPIs across the development team.

Projects

Autonomous driving car simulation

- Implemented DQN reinforcement learning algorithm using Tensorflow and Python 3.
- Created sandbox environment to fully control simulation integrity and data collection for further analysis.

Video game web application & Arduino connected device *https://ekitag.herokuapp.com*

- Created a community managed website with player statistics tracking and balanced team generator algorithm.
- Developed browser plugins to automatically collect scores by scrapping endgame screen.
- Connected platform to a custom Arduino web server, activating a hacked light to warn players when a game starts.

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.

Real-time connected robotic arms with haptic feedback

- Boosted performance by refactoring existing C++ software with a new object-oriented architecture and Qt design.
- Added support for UDP and TCP protocols for faster and more reliable communications.

Certificates

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

Technologies

Languages & frameworks : NodeJS, Ruby on Rails, Angular, Python, C++, Qt, SQL, Mongo, Matlab, Tensorflow.
Tools & environments : AWS (EC2, S3, Beanstalk), Heroku, Unix/Linux, Docker, git, web protocols, data structures.
Mathematics : Algorithms, advanced statistics, 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* (Max Tegmark), *I am Pilgrim* (Terry Hayes).