

# LILIAN MALLARDEAU



Montpellier, Évry



+33 7 82 73 75 34



lilianmallardeau@gmail.com



lilian-mallardeau



lilianmallardeau



lilianmallardeau

## ABOUT ME

Computer science engineering student at the ENSIIE, looking for a 6 month end of studies internship in the field of deep learning, computer vision and/or GPU/graphics programming

## SKILLS

HTML  
CSS PHP SQL Linux  
JavaScript Python Shell  
Deep learning opencv C++ OpenGL  
Computer vision Git LaTeX C Java  
Keras TensorFlow R  
Sklearn Unity

## EDUCATION

Aug. - Dec. 2021	<b>Erasmus exchange semester</b> Computer Science - Deep learning, computer vision and graphics programming	Norwegian University of Science and Technology (NTNU) - Gjøvik, Norway
2019 - Current	<b>Engineer's degree in Mathematics and Computer Science</b> Double degree with a bachelor in Mathematics at Évry University MOOCs of Machine Learning and Deep Learning	ENSIIE - Évry
2017 - 2019	<b>Preparatory class</b> Two-year undergraduate intensive courses in maths and physics	Lycée Alphonse Daudet - Nîmes

## EXPERIENCE

Jun. - Jul. 2021 Internship	<b>Python and Arduino/C++ developer</b> Python / C++ / Arduino / Raspberry Pi	ORACLE STUDIO
2020	<b>Design and development of a FileMaker database</b> FileMaker Pro	Dièse - CST

## PROJECTS

2021	<b>Implementation and benchmark of a multi-object tracking algorithm</b> Research project about the performance of different multi-object tracking algorithms Python / OpenCV	NTNU
2021	<b>Skin lesion classification for melanoma (skin cancer) detection using deep learning</b> Research project about the role of image segmentation in skin lesion classification, using deep neural networks with the ISIC 2020 dataset Python / Keras	NTNU
2021	<b>OpenGL projects</b> Homemade Pacman, 3D Pacman and 3D Tetris with C++ and OpenGL C++ / CMake / OpenGL	NTNU
2021	<b>Development of a chess game for Android in AR with Unity and Vuforia</b> Unity / Vuforia / C#	4th semester - ENSIIE
2021	<b>Development of a VR application with Unity</b> VR diving simulation with gesture recognition for Oculus Quest Unity / C#	4th semester - ENSIIE
2020	<b>Development of a graphics engine</b> Ray-tracing implementation for the development of a graphics engine in C++ C++ / CMake	3rd semester - ENSIIE
2018 - 2019	<b>Personal research project</b> Drone stabilization: manufacturing a drone from spare parts and programming automatic stabilization, with PID control system and fuzzy logic Arduino / C / Python	2nd year of preparatory class
2016 - 2017	<b>Digital sciences project</b> Development of a mobile app to wirelessly control spotlights Python / Kivy framework	High school

## LANGUAGES

French - native  
English - fluent  
Spanish - proficient

## HOBBIES

Climbing  
Hiking  
Trekking  
Travelling  
Photography  
Music

## VOLUNTEERING

Student union treasurer  
Barman at the school bar  
Management of the student IT network

## OTHER STUFF

Driving license  
BAFA  
PSC1