GUILLAUME DE GANI

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EDUCATION

National School of Computer Science for Industry and Business (ENSIIE)   **2016 - 2022**
Master's degree in Computer Science in partnership with the University of Paris-Saclay.

Relevant Coursework
Machine Learning, Advanced Statistical Modeling, Deep Learning, Object Oriented Programming (C++, Java), Graph Theory and Optimization, Artificial Intelligence, Imperative Programming (C), Pattern Recognition and Biometrics (OpenCV).

TECHNICAL SKILLS

Programming Languages:	Python, C++, C, Java, SCALA
Packages:	Tensorflow, Keras, PyTorch, Scikit-Learn, Pandas, Matplotlib
Other Tools:	Jupyter-Notebook, MongoDB, MySQL
Languages:	English Fluent, French Fluent

PROJECTS AND EXPERIENCE

Télécom SudParis *Institut Mines-Télécom*   *July - 2020 - September-2020*
Research Intern

- Developed continuous learning methods on a Multi Agent system using Java and Scala with a 90% accuracy on the next action taken by the user.
- Presented a daily report and resume on state of the art papers to help the PhD researcher with her bibliography.

Project Brain Tumor Segmentation *University of Paris-Saclay*   *September 2021 - November 2021*
Course: Deep Learning

- Trained a U-Net segmentation model from scratch using Tensorflow and Python with a Dice Score of 95% on the mask.
- Tested various features and classification models using Python and Sklearn to determine the type of tumor in the patient with 85% accuracy .

Ray Tracing *University of Paris-Saclay*   *January 2020 - April 2020*
Course: Object Oriented Programming

- Implemented a Ray Tracing algorithm from scratch using C++ and Object Oriented Programming passing 100% of the benchmarks required.
- Optimized the code with the help of a classmate from the math department to achieve the best rendering speed in my class.

Website for tutoring medical students *University of Paris-Saclay*   *October 2018 - January 2019*
Course: Project Management

- Created a website to help the medical College of Paris-Saclay handle the tutoring and training of Freshman using HTML, CSS, PHP and MySQL.
- Conducted a satisfaction study on the product showing a 60% satisfaction rate with the new tool.

Join Five Game *University of Paris-Saclay*   *October 2018 - January 2019*
Course: Imperative Programming

- Led a team of three students in the development of the Join Five Game using C, Linked List, Tree exploration and other innovative Data Structures.
- Optimized the program to minimize the memory usage, outperforming the other projects and without memory leaks.

MANAGEMENT & SOCIAL

Club President   *November - 2019 - November 2021*
Team Manager

- Led a team of roughly 40 bartenders threw various events organized by my college, such as the Yearly prom and the Graduation Ceremony, handling the shifts and managing the stocks.
- Managed the finances of the bar by remaking the application used to handle our orders, which optimized the process, leading to a 25% increase in turnover.

Humanitarian Mission   *July 2019 - August 2019*
CS Educator

- Raised roughly €10 000 threw the year to support our mission of spending 2 month in Vietnam setting up a computer room in a orphanage in Bien-Hoa near Ho Chi Minh city.
- Spend my free time after hours tutoring High School student who wanted to join CS programs on the basics of python and algorithmic principals.