VICTOR BILLAUD

Junior computing engineer, specialized in embedded softwate

@ billaudvictor@gmail.com　　📍 Île-de-France, France　　in Victor Billaud　　🌐 victr-website

EXPERIENCES

Embedded Software Intern
Sagemcom, *Broadband* Service

📅 Feb. 2024 – July. 2024　　📍 Bois-Colombes, France

Research and development of a self-diagnostic solution for a residential Internet gateway, including a review of existing solutions, design of an innovative solution, development, integration, and validation of this solution.

| C/C++ | Linux | Networking | R&D | Integration |

Embedded Software Intern
Valeo (*Valeo Vision Systems*)

📅 Sept. 2022 – Feb. 2023　　📍 Tuam, Ireland

- Creation of an IPC library in a QNX RTOS.
- Creation of a pixelation system using Vulkan.
- Creation of a color-space library using Vulkan.

| C/C++ | OpenCL | Vulkan | QNX | Test Driven Development |

Software Developer Intern
EFA France

📅 April 2021 – June 2021　　📍 Fondettes, France

Improvement of a voice-command system and its interface.

| Python | Bash | Linux | Qt | Software Development |

Tutoring in Sciences (Volunteer)
Candide UTC

📅 October 2021 – Present　　📍 Compiègne, France

Tutoring in mathematics among high-school students.

EDUCATION

Master equivalent (French Engineering Diploma) in Computer Engineering
Université de Technologie de Compiègne

📅 September 2021 - July 2024　　📍 Compiègne, France

Main courses taken : Algorithms & Data Structures in C, OOP in C++, UML modeling, ROS & Unix Programming, Graph theory, Advanced mathematics, VR Programming, Automation and Robotics.

Two-year cores studies diploma in Electrical Engineering, Industrial Data-Processing and Automation
Université de Tours

📅 September 2019 - July 2021　　📍 Tours, France

Main courses taken : Theory in Electronics, Automation and Electricity, HMI creation, Embedded Computing Development using Python, C & C++.

NOTEWORTHY PROJECTS

Autonomous car control
Heudiasyc laboratory

Lateral and longitudinal control of a car based on its position and map-matching. Implemented in Python under ROS Noetic.

Creation of a Virtual Reality experience
university of technology of Compiègne

Development of an immersive and interactive artistic experience in virtual reality using Unity 3D with C#.

Creation of an interactive artistic experience
university of technology of Compiègne

Development of an interactive artistic experience, focusing on the theme of mourning, resembling an interactive narrative, using Unity 3D with C#.

SKILLS

- **OS** : Unix, Linux 🐧 , Windows ⊞ ,
- **Langages** : C, C++, C#, Python 🐍 ,
- **Outils** : ROS, Git ⑂ , LaTeX, Visual Studio.

LANGUAGES

French (mother tongue)　　● ● ● ● ●

English (C1 - Linguaskill)　　● ● ● ● ◐

Spanish (B1)　　● ● ● ○ ○

INTERESTS

Sports :

Running for 2 years (half-marathons and trails), competitive basketball for 13 years, hiking.

Hobbies :

Reading (personal development, essays, classic and modern literature, fiction), writing, volunteering (tutoring high school students during my college years).