

YANN LEGENDRE

ASSETS

- Listening
- Hardworking
- Creativity
- Time management

IT

- Python
- Java
- SQL
- GitHub

LANGUAGES

- French: native
- English: fluent (IELTS 7.0)
- Spanish: moderate

HOBBIES

- Guitar / piano / harmonica
 - Singing
 - Badminton
 - Video/photo editing
 - Web development
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- As member of the art association of the school in 2021/2022, I set up concerts, themed evenings, and helped run the art clubs.
 - I was responsible for the rental and installation of the sound and light for the IMT Atlantique 2022 gala.
 - I was in charge of the school's film club in 2022/2023.

CONTACT

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LINKS

[My LinkedIn](#)

[My website](#)

Artificial Intelligence

I'd like to work in the field of artificial intelligence, developing new tools and working at the heart of innovation.

EDUCATION

2021 - present | Engineer school IMT Atlantique in Brest

After a general year, I specialized in AI using Java and Python, working alone or with a team in numerous projects and courses. I am currently in my last year following a data scientist curriculum, specialized in AI. I am also following a C++ course.

2019 - 2021 | Prep-school in Henry Loritz high school in Nancy

I studied mathematics, engineer science and computer science as well as pushing myself beyond my limits.

PROFESSIONAL EXPERIENCE

2023 | Internship in the R&D department of KIWTACH

In this video surveillance company, I was in charge of developing a java algorithm to filter rain from videos in order to prevent false motion detection by the cameras. I learned how to build a solution from scratch, meet goals and document my code.

2022 | Internship in the french National Institute of Research and Security at work (INRS)

I worked in the IT department developing a method for automating database filling using QR code scanners. I learned how to create an accessible interface and to explain others how to use it on a daily basis.

SCHOOL PROJECTS

2023 | CODEVSI

As part of a team of 5, I helped create a 3D scanner for objects. I personally designed a program in Python using openCV to detect a grid in a video and deduce positional information from it.

2021 | Game AI

I developed an AI that allows a character to quickly pick up a set of items scattered around a maze.