Samuel GUILLAUME

Engineering student in embedded systems

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Master's student at Esix Normandie with strong programming skills (Java, C, Python) and experience in microcontrollers, network communication, AI algorithms, and embedded programming. Bilingual (French-English), adaptable, and a quick learner.

Education

Master's Degree in Embedded Systems Engineering

Esix Normandie – Caen, France | 2021 – 2025

- Favorite fields of study: Real-Time Systems, Network communication, Microcontrollers, AI algorithms, Embedded programming.
- Projects: Creation of a ballbot, Fall-detector system, Arcade terminal.
- Exchange Semester: University of Massachusetts Dartmouth, Fall 2024.
- President: Student Association (02/2022 – 02/2023).

Preparatory Course for Engineering School

Lycée Benjamin Franklin – Orléans, France | 2018 – 2021

- Majors: Mathematics, Physics, Engineering Science.

Work experience

Intern Engineer R&D,

EDITAG SAS – Meyreuil, France

04/2024 – 08/2024

- Developed an algorithm for validating IoT sensors through color detection and image processing.
- Set up validation bench and configured camera parameters.
- Implemented remote control of IoT sensors using MqTT broker.

IT skills

- Programming languages: C, Java, Python
- Network: MqTT, TCP, UDP
- Embedded Systems: FreeRTOS, Stm32bits, I2C, UART, SPI
- AI and Vision: ROS, OpenCV, A* algorithm

General skills

- Adaptability: Comfortable switching languages and learning new technologies.
- Collaboration: Share important information with team members.
- Management: Familiar with project and team management principles.
- Time management: Thrive in fast-paced environments with tight deadlines.

Languages

- French: Native
- English: Advanced (TOEFL iBT 82)
- Spanish: Moderate (4 years of study)
- Chinese: Basic (2 years of study)

Hobbies

- Rugby (16 years of competition)
- Chess (3 years of club experience)
- Travel (Italia, Czech Republic)