



Nicolas Przybylski

Engineering student in computer science

French engineering student in computer science, looking for a 6-month internship between the 5th of February and 27th of September 2024, in IT development and/or artificial intelligence.

Education

2021 - 2024

Bordeaux Graduate School of Engineering, Talence (FR)

Working in my fifth and last year of higher education studying computer science, following an AI specialization. 5-year engineering degree expected in 2024.

2019 - 2021

Louis Thuillier High School, Amiens (FR)

A 2-year intensive Maths, Physics and Computer modelling course in preparation for the selective entrance examination to French engineering schools.

2016 - 2019

Mireille Grenet High School, Compiègne (FR)

'Baccalauréat STI2D' with honours, equivalent to 'A' level in Maths, Physics and Computer Science.

Contact

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Address

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Web site

<https://sukuway.github.io>

Mobility

Driving license

Skills

Computer science



Languages

○ C1 English level (970/990 TOEIC exam passed the 14/12/2022).

○ High school Spanish level.

Experience

June - August 2022

Capgemini Technology Services | Mérignac (FR)

Member of the innovation team (AIE)

Participated in an OCR Processing and classification project on aircraft technical documents, by establishing a workflow using Amazon Web Services.

Participated in a Ventolin-taking improvement project by creating a mobile app in order to give feedback to users. Worked on the project backlog, technological watch and first experimentations on sound and picture analysis using Python.

July - September 2023

Capgemini Technology Services | Mérignac (FR)

Backend developer

Continued working on the OCR Processing and classification project as a backend developer. Worked on fixes and improvements concerning AWS document analysis workflow's robustness by catching more exceptions, adding retry policies and refining allocated memory, after doing limit tests. Wrote Python unit tests using unittest library.

Projects

February - April 2023

GO player powered by AI

Scholar project where we developed, as a team of 2 students, a GO player powered by AI. The first part of the project was to build a Keras model to evaluate a GO board depending on the player side. Then, we built a GO player based on the alpha-beta algorithm that used our model as an heuristic function.

Winter - Spring 2022

Discord bots

Personal project where I developed a "pack-opening" Discord bot using Javascript on the 2022 football World Cup players, with a trading system and a betting system.

Also developed a Discord bot using Javascript with various singleplayer and multiplayer games (wordle, connect4, battleship..)