Looking for

Software developer internship

Neurotechnology, medical devices
9–12 weeks · summer 2027 · abroad



CONTACTS

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SKILLS

C# | Python | C++ | SQL
JavaScript | Java
.NET | ASP.NET Core | Blazor
React | API REST
LightGBM | CNN | OpenCV
YOLOv8 | OCR | FAISS
EMG (Myoware) | ESP
LDA, SVM: planned on PI²
French native | English B2
German A2 | Russian basics

INTERESTS

Neurotechnology | BCI
3D modeling | 3D animation
Rugby | Basketball
Wargaming | Painting

GÉRAUD BERTRAND

Work-study software engineer · AI & signal processing

Engineering student at ESILV (Software & AI track) and full-stack developer on a work-study contract in **C#/.NET**. I build end-to-end pipelines, from sensor data to business software, with a strong interest in **biomedical data** and **brain-computer interfaces**.

WORK EXPERIENCE

XLConcept

Full-stack developer (work-study) · Sept 2025 – present · C#, .NET, Blazor

– Sole developer of an internal B2B bid-production tool, back end and front end.
– Contracts and bids per client; tender specs and responses generated as PDF (QuestPDF).
– Nextcloud DMS and external tender portal: responses, rounds, signature.

Pétrarque

Developer (internship then fixed-term contract) · Apr 2023 – Jan 2024

– Complete home-automation system on Jeedom (automation, dashboards).
– Website and REST API collecting IoT sensor data.

XLConcept Corporation

Full-stack developer (work-study) · Oct 2021 – Sept 2022 · C#, .NET, SQL Server

– Web platform for workplace cleaning management: business API and back end.

PROJECTS

PI² · EMG-controlled robotic arm

School team project · ongoing

– All the software side: acquisition (Myoware sensors), cleaning, ESP → NUC transmission.
– CNN on the NUC, PiPER arm control, C++ firmware. *Scoping phase, no results yet.*

Bobathon ESILV · Parkinson's data prediction

IBM/Probabl Kaggle challenge, team of 3

– LightGBM on biomedical data: visit-level RMSE 3.2 (lower is better).
– 80th of 294 participants on the official private leaderboard.

Card Center · TCG card detection by computer vision

Personal project · ongoing

– React UI done; detection in progress (vision, OCR, FAISS), C++ mobile port planned.

HitMap Aggregator · Live Twitch heatmap extension

– C#/.NET 10 back end (SSE), 58 tests; simulated 50,000-viewer benchmark, 44 of 44 checks passed.

STUDENT ASSOCIATION

Créalab, ESILV's technical student association

Digital lead (2026) · member (2025)

– Management site in Blazor (machines, inventory, print tickets), in internal testing.

EDUCATION

Engineering degree, Software Engineering & AI · ESILV, Nantes — 2025 – 2028
Bachelor's, Video Game Careers · IUT Sorbonne Paris Nord — 2022 – 2023
Bachelor's, Web & Mobile Development · IUT Sorbonne Paris Nord — 2021 – 2022
Associate degree (DUT), Computer Science · IUT Sorbonne Paris Nord — 2019 – 2021