

Lucas Michaud

Brussels | 29/08/1998 | lucasmichaud1@gmail.com | +32493341388 | +33618234369 | lucasmichaud.fr

Linkedin | Github | Europass

PROFESSIONAL SUMMARY

Adaptable engineering graduate with a diverse background in technical projects and entrepreneurship. After exploring various fields and developing 3D modeling skills independently, I have discovered a passion for construction design. Motivated to bring creativity, problem-solving and a fresh perspective to construction projects while continuing to develop expertise in the field.

AREAS OF EXPERTISE

- 3D Modeling and Animation: Experience in Blender to design and animate objects.
- Problem Solving: Strong analytical skills developed through engineering studies and projects.
- Technical Documentation: Familiarity with creating and interpreting technical specifications and diagrams.
- Team Collaboration: Experience working in teams during academic and extracurricular projects.
- Programming Knowledge: Exposure to automation or scripting for potential CAD tool enhancements.

PROFESSIONAL EXPERIENCE

Software Engineer Intern, Paprec Group – La Courneuve, FR February 2021 – July 2021

- Study of the company's IT systems, specifically the mobile application "Endeavour," which digitizes collection orders, and the electronics system architecture of household waste containers.
 - Wrote tickets, developed updates, performed testing, and resolved bugs for web applications.
 - Translated the app into German to enhance its accessibility.
 - Created an Android Auto app prototype following Google's design guidelines.
 - Conducted on-site validation testing of new embedded systems (cameras).
 - Trained drivers on the app's usage, improving user adoption and engagement.

Software Engineer Intern, Yoomap – Paris, FR Sept 2019 – January 2020

- Assistant to the customer success manager to learn the role of project manager.
 - Contributed to the configuration of web applications for idea management and open innovation solutions
 - Assisted in improving processes through daily meetings to enhance the user experience across different versions of the product.

EDUCATION

ISEP, Engineering School – Paris and Issy-les-Moulineaux, FR Sept 2016 – October 2021

- Scientific Preparatory Classes MPSI/PSI and foundational year of the engineering cycle
 - Courses in mathematics, physics, industrial engineering sciences, computer science and oral exams.
 - Project-based learning "Connected Home" in a group of 6 students on electronics, web programming, telecommunications, networks and signal processing.
 - Management: economics, finance, marketing, entrepreneurship and corporate social responsibility.
- Master's Degree in Embedded Systems Design
 - Technical modules: Computer architecture, object-oriented programming, data science, system design and modeling, reliability and safety, microelectronics, connected vehicles, automation and real-time systems, introduction to AI.
 - Final year project: Educational robot using STM32 and Lego Mindstorms®.

PROJECTS

Electric Skateboard 3D Modeling and Animation

2024

- Designed and animated a detailed 3D model of my electric skateboard using Blender. The project involved accurate modeling, texturing, and rendering to replicate real-world dimensions and aesthetics, as well as creating a smooth and dynamic animation to showcase functionality.

– youtu.be/njJf3IjkVHc

Spotd App Development

2022

- Collaborated on the development of the Spotd app for building the app's functionalities, automating workflows, and handling payments using Adalo, Make and Stripe. Gained hands-on experience in no-code app development, integrating third-party services, and contributing to the design and user experience.

– linkedin.com/company/spotd

TECHNICAL SKILLS

Languages: French, English.

Programming languages: Python, HTML, CSS, PHP, SQL, C, Java, C#, JavaScript.

Technologies: Blender, Figma, .NET, Matlab, Visual Studio Code.