Laurine LAFONTAINE

SOFTWARE ENGINEER
SPECIALIZED IN COMPUTER VISION

✉ laurine.lafontaine@outlook.fr

📞 +33 6 23 38 26 57

</> https://laflaurine.github.io/portfolio

� https://github.com/LafLaurine

EDUCATION

IMAC Engineering school + Master's Degree in computer science

ESIPE - Université Gustave Eiffel

2018 - 2021

Education that combines art and science. I followed software and graphics programming courses in C++ as well as mathematics classes.

University Degree in Multimedia

IUT Bobigny + UQAC

2016 - 2018

Polyvalent multimedia education (Java, web programming, graphic and audiovisual design). Third semester spent abroad in Québec.

MY "EXTRAS"

Graphic Programming

With OpenGL and C++ I developed several games as a student. To debug my code, I was able to use RenderDoc. At Arcane Technologies, I have worked on shader conversion from the Unity legacy renderer to the high definition pipeline.

Game Jams

Whenever I have the opportunity, I take part in a 48 hours event where the goal is to create a game in team of four to five persons.

LANGUAGES

French - Native

English - Full professional proficiency

German - Intermediate

EXPERIENCE

Software Developer /
Arcane Technologies (Québec, Canada)

August 2023 - Present

I am using C#, Unity and UWP to maintain our ArchViz application on the VORTEK Spaces team. I am also involved in project management for the UI port of the application.

• *Port the UI from UWP to Unity UI framework, while maintaining the application stability*
• *Supervise the UI Upgrade Team in collaboration with the project manager: task management, peer review and progress reports*
• *Created tooltips and UI components that follows 3D objects without overlapping the UI*
• *Unit testing via Unity Test Framework*

Artificial Intelligence Engineer /
Harfanglab (Paris, France)

November 2021 - April 2023

I was part of the R&D team in charge to develop machine and deep learning models to counter cyberattacks from their software suite.

• *Created a model that can detect bruteforce and other intrusion to Active Directory systems*
• *Automated the model training step on build machines via Kubernetes and Argo*
• *Wrote several articles to vulgarize the work of the AI team to the public*

Research Internship in Deep Learning /
ICube (Illkirch-Graffenstaden, France)

March 2021 - Sept. 2021

I helped the research team on their work dedicated to frequent pattern extraction from spatio-temporal graphs via deep learning techniques.

• *Implemented papers such as the Neural Subgraph Matching in Python via Tensorflow*
• *Collaborative writing of a paper which was published at EGC 2022*