

Evan Grosset-Janin

Bordeaux, France | evan.grosset@icloud.com | +33 6 95 58 20 03 |
<https://fr.linkedin.com/in/evan-grosset-janin-aa540a334>

Profile

Computer Science student (BUT, IUT Bordeaux) with skills in software development, OOP, and AI. Passionate about motorsport, I am seeking an internship in Canada in software engineering or AI applied to the racing industry. Experienced in modular applications, REST APIs, and AI prototypes, I combine technical expertise with teamwork and adaptability, aiming to contribute to innovative solutions at the intersection of technology and motorsport.

Education

Computer Science (BUT) at University Institute of Technology of Bordeaux

2023 — Present

- Key courses: Algorithms & Data Structures, Java & OOP, Python, PHP (Symfony), JavaScript (Vite, React), SQL & Relational Databases, Software Engineering, Networks, Web Development.
- Teambased practical projects each semester. Key courses: Algorithms & Data Structures, Java & OOP, Python, PHP (Laravel/Symfony), JavaScript (Vue/Nuxt, React), SQL & Relational Databases, Software Engineering, Networks, Web Development.
- Teambased practical projects each semester.

French Baccalauréat Technologique (STI2D)

2020 — 2023

Specialisation: Information Systems & Digital Technology

Technical Skills

- **Languages & Frameworks:** Java, Python, PHP (Laravel, Symfony), JavaScript (Vue, Nuxt, React), SQL, HTML, CSS; basics in Scala, Kotlin, C#
- **Back-End & APIs:** REST API design and integration, FastAPI, authentication, CRUD operations, pagination
- **Data & AI:** OpenCV, PyTorch (basics), ffmpeg; classical computer vision and rule-based processing
- **Development Practices:** Object-oriented design, Agile/Scrum, GitHub collaboration, unit testing, responsive UI, documentation
- **Tools:** Git, GitHub, MySQL, Supabase, issue tracking systems

Key Projects & Achievements

Collaborative Treasure Hunt — Web Client (Vite · JS)

- Built a modular front-end for a 100×100 grid game using a documented REST API
- Implemented search, pick, and steal actions with live board rendering
- Managed API error handling, pagination, and token-based authentication

IAcademy of Doom — ObjectOriented Game Prototype (Java)

- Designed class hierarchies and interfaces for “protoAI” entities; applied encapsulation, inheritance, polymorphism.
- Wrote untested components and basic UI interactions; documented architecture and design choices for team review. Designed class hierarchies and interfaces for AI-driven entities
- Applied OOP principles: encapsulation, inheritance, and polymorphism
- Wrote unit tests and documented architecture for team reviews

F1 OnBoard AutoTimestamping Platform (AI · Web) — In progress

- Tools: OpenCV, PyTorch, ffmpeg, FastAPI, Vue/Nuxt, MySQL
- Developed prototype pipeline: video ingestion 'feature extraction 'event classification 'timeline export
- Goal: detect and timestamp race events (overtakes, track limits, pit stops, yellow flags, radio cues)

Professional Experience

Extra Web Dev Support as Freelancer, Kuoni Congress, (Geneva, Swiss)

- Supported the digital transition of international congresses during COVID by enhancing their online event platform (OnAir by EventsAir).
- Integrated custom JavaScript scripts to improve interactivity and user experience for participants.
- Collaborated with event organizers to troubleshoot technical issues and ensure smooth live sessions.
- Gained hands-on experience in web customization, client collaboration, and agile problem-solving under tight deadlines.

Freelance Motion Design Support, Kuoni Congress, (Geneva, Swiss)

- Designed and delivered short animations (5–10s intros for sessions, ~30s for full events) to enhance the visual identity of online congresses.
- Used Adobe Illustrator for asset creation and After Effects for animation and rendering.
- Collaborated with event managers to adapt visuals to different audiences and themes, ensuring brand consistency.
- Strengthened creative, technical, and time-management skills by producing high-impact content under strict deadlines.

Head Waiter, Le Bistrot de Megève, (Megève, FR)

July 2025 — August 2025

- Independently managed a section of ~40 tables during peak tourist season in a fast-paced luxury environment.
- Coordinated with kitchen and bar teams to ensure service speed and quality under pressure.
- Handled POS operations, processed payments, and resolved client issues with diplomacy and professionalism.

Runner, Restaurant Le Torrent, (Megève, FR)

December 2024 — January 2025

- Supported high-volume winter service during peak ski season, ensuring rapid turnaround of tables and efficient guest flow.
- Expedited dishes, communicated effectively between kitchen and servers, and reduced waiting times for customers.

Head Waiter, Les Loges Blanches ****, (Megève, FR)

July 2024 — August 2024

- Operated a dedicated station in a high-end 4-star establishment, providing attentive service to international guests.
- Trained and mentored new staff on service standards, teamwork, and communication.
- Managed client interactions, suggested wine pairings, and upsold menu specials to optimize revenue.
- Enhanced organizational skills, adaptability, and leadership in a demanding hospitality setting.

Intern, InTheBox, (Seynod, FR)

2020 — 2020

- Discovered 3D animation workflows from concept to production within a professional studio.
- Built small animations, learned asset creation pipelines, and gained exposure to rendering techniques.
- Acquired early insight into creative digital industries, reinforcing curiosity and adaptability in technical fields.

References

Cedric Cholley from Kuoni Tumlare Congress

cedric.cholley@kuonitumlare.com

Karine Milnerowicz from Le Bistrot de Megève

06 26 52 40 56

Additional Information

Links: Github, Portfolio

Languages: French - Native speaker, English - Professional working proficiency

Hobbies: Motorsport & Formula 1 (technology and strategy), Scuba diving (certified, exploration mindset), Piano (creativity and discipline), Theatre (teamwork and public speaking).