

Adrien Bougouin

Software Engineer

Ph.D in Computer Science

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I am a software engineer in Tokyo. I studied Computer Science for eight years and have been a software engineer for more than seven years. I am passionate about my work 🥰 I always have new ideas 🤔 (I like to punctuate sentences with emojis) and I barely ever finish any personal project 😓

Skills

Development

// Current technical stack
MacOS, Linux - 5/5
Ruby on Rails - 4/5
HTML/CSS, Javascript, Typescript, Vue.js - 3/5
MongoDB, MySQL, OpenSearch (Elasticsearch) - 3/5
// Other programming languages
Bash, Python - 4/5
C++, Rust - 2/5

Language

French - 5/5 // Mother tongue
English - 4/5
Japanese, Vietnamese - 1/5

Experience (you can also see the list of my publications at <https://adrien-bougouin.github.io>)

// February 2016 - Now

Software Engineer, Wovn Technologies, Inc. (Tokyo, Japan)

WOVN.io is a website localisation platform. I am one of the first software engineers of WOVN.io. I grew up together with the product, the development team, and the company. Now a senior developer, I am also mentoring other software engineers and have regular one-on-ones to listen for organizational issues and help tackling them.

Ruby Rails HTML/CSS Javascript Typescript Vue.js

// October 2012 - June 2015

Teaching Assistant, University Institute of Technology Nantes (Nantes, France)

During my Ph.D, I assisted with UML, HTML/CSS and Javascript practical exercises for undergraduate students.

// July 2014 - October 2014

Internship Student, Aizawa Laboratory, National Institute of Informatics (Tokyo, Japan)

The Aizawa Laboratory is a Japanese research laboratory specialized in Natural Language Processing and Information Retrieval. I joined the Aizawa Laboratory to collaborate on using machine learning for extending my original keyphrase extraction approach (TopicRank).

Python NLTK scikit-learn

// March 2012 - August 2012

Internship Student, Inamura Laboratory, National Institute of Informatics (Tokyo, Japan)

The Inamura Laboratory is a research laboratory specialized in Robotics. I joined the Inamura Laboratory to design and implement a solution for "Behavior Imitation on a Humanoid Robot." The solution is tracking human motions from the Microsoft's Kinect and is controlling the humanoid robot NAO to reproduce the movements.

C++ OpenNI

// July 2011 - August 2011

Software Developer, Magic Instinct Software (Nantes, France)

Magic Instinct Software is specialized in marine and mapping technologies. I joined to implement the frontend of a web application for manually cropping raster charts. The application is built with Ext JS and OpenLayers for map rendering.

Javascript Ext JS OpenLayers

// April 2010 - May 2010

Internship Student, Magic Instinct Software (Nantes, France)

Magic Instinct Software is specialized in marine and mapping technologies. I joined to implement a web application for tracking the geolocation of nautical buoys used to study marine ecosystems. The internship was an exploratory work of the Objective-J and Cappuccino technologies, which are web equivalents to Objective-C and Cocoa. Later, I also ported the application on iPad (with Objective-C and Cocoa).

Objective-J Cappuccino Objective-C Cocoa

// April 2009 - June 2009

Internship Student, IRCCyN (Nantes, France)

IRCCyN is a Cybernetics laboratory. I was tasked to implement the OSEK COM External Communication protocol for the Trampoline real-time operating system.

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Education

// 2012 - 2015

Ph.D in Computer Science (specialized in Natural Language Processing), University of Nantes (Nantes, France)

Thesis: Automatic Domain-Specific Keyphrase Annotation

// 2010 - 2012

Master's degree in Computer Science, University of Nantes (Nantes, France)

Thesis: Behavior Imitation on a Humanoid Robot

// 2009 - 2010

Bachelor's degree in Computer Science, University of Nantes (Nantes, France)

Received a merit scholarship.

// 2007 - 2009

Associate's degree in Computer Science, University Institute of Technology Nantes (Nantes, France)