

# Ulysse Ramage

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🌐 https://uly.dev

## Education

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École Polytechnique Fédérale de Lausanne (EPFL), Switzerland

Sept 2017 - August 2020 (*expected*)

Bachelor in Computer Science (*GPA 5.24/6*)

- Notable coursework: *Computer Vision, Computer Language Processing, Machine Learning, Embedded Systems Programming*
- Activities: Student Delegate, Model United Nations Board Member & Graphical Designer, Blockchain Student Association

## Work Experience

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University College London (UCL), UK

Feb 2020 - Current

Research Assistant

- Working on Blockchain Community Analysis at the UCL Centre for Blockchain Technologies (CBT)
- Wrote Python scripts for acquiring, refining and uploading gigabytes of data to an SQL database for further analysis.

EPFL CHILI Lab ([go.epfl.ch/labchili](http://go.epfl.ch/labchili)), Switzerland

Sep 2019 - Feb 2020

Undergraduate Researcher, Bachelor Project

- Created a Virtual Reality experiment for the Oculus Quest using the LÖVR Lua game framework, consisting of a virtual interface to control physical robots in the real world.
- Designed and implemented native libraries for Android using Qt, C/C++ and Java to handle connecting and sending Bluetooth packets to wireless robots developed by EPFL.

Crossing Tech ([crossing-tech.com](http://crossing-tech.com)), Switzerland

Nov 2018 - Feb 2019

Software Developer, Intern

- Used Docker and Git as part of the development team, along with Agile development methods and weekly sprints.
- Implemented new features on an existing web application, working on both the React frontend and the Java Spring backend, along with updated PostgreSQL models to be deployed into production.
- Implemented memoization patterns to optimize application state updates, reducing delay in user interaction by almost 75%.

EPFL Vice Presidency for Innovation, Switzerland

Oct 2017 - Oct 2019

Web Developer & Graphical Designer

- Designed, developed and deployed EPFL's *Tech4Impact* website with tight size and performance constraints.
- Created logos, visual branding and assets for events at EPFL, and taught weekly Photoshop courses to EPFL staff members.

## Projects

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The Curve ([thecurvefestival.org](http://thecurvefestival.org)) - Co-Founder & Full Stack Developer

Apr 2020

- Organised an online charity music festival in 10 days with my team, and developed the landing page and platform using React, WebSockets and Express for the backend.
- Created a new kind of real-time user interaction using emoji reactions and comments displaying on top of the video stream.
- Gathered hundreds of concurrent viewers and raised thousands of dollars in 6 hours of stream towards Coronavirus.

Helpedia ([helpedia.io](http://helpedia.io)) - Founder & Lead Developer

Aug 2019

- Created an online platform providing an easy way to list organizations, associations or charities contributing to making a positive impact on the world using the concept of Sustainable Development Goals introduced by the United Nations.
- Designed and developed the entire webapp, with technologies such as Javascript, React/Redux, Dart, PostgreSQL.

BOOOMING Agency Website ([boooming-agency.com](http://boooming-agency.com)) - Web Designer

Jul 2019

- Designed and developed the agency website using React and the Gatsby static generator for fast loading pages.
- Integrated the Contentful CMS for dynamic updates and automatic regeneration of the website.

Hyper DOS ([dos.ulydev.com](http://dos.ulydev.com)) - Game Designer

2017

- Created a rhythm game in Lua with a custom beat detection algorithm. Published on desktop platforms, iOS and Android.

## Achievements

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Global Changemaker 2019 ([global-changemakers.net](http://global-changemakers.net))

July 2019

- Selected from more than 3000 applicants to be part of the Global Youth Summit.
- Attended classes from experts on networking, fundraising, pitching, systems thinking and presentation workshops.

EPFL MUN Speech Contest - *First Prize*

Oct 2018

- Winner of the 2018 speech contest ([go.epfl.ch/speech2018](http://go.epfl.ch/speech2018)).
- In 2019, became member of the preselections jury and organized public speaking workshops to coach new candidates.

Cap Digital (national product pitch contest) - *Project Laureate*

2017

- Designed, developed and presented with my team a mobile app prototype that lets users experience online, remote strolls by connecting them in real-time with tour guides around the world through video / audio chat.
- Awarded a 5000€ grant for our project, still in the making and being developed with React Native ([ubeeq.io](http://ubeeq.io)).