

Antoine Dangeard

514-690-1526 | antoine.dangeard@mail.mcgill.ca | [antoinedang.github.io](https://github.com/antoinedang) | [linkedin.com/in/antoinedangeard](https://www.linkedin.com/in/antoinedangeard) | github.com/antoinedang

EDUCATION

McGill University — B.Eng Software Engineering, Minor in Applied A.I. Montreal, Canada
CGPA 3.85/4.0 2020 - 2025

PROFESSIONAL EXPERIENCE

Research Assistant Aug. 2024 – Present
McGill N.L.P. Lab
Montreal, Canada

- TBD

H.i.L. Software Engineer Intern May – Aug. 2024
Torc Robotics
Montreal, Canada

- Ongoing

Software Engineer Intern in Robot Team May – Aug. 2023
Vention
Montreal, Canada

- Optimized joint speed limiting during Cartesian linear movements of 6-D.O.F. robotic arms, resulting in increased maximum speed of linear movements and improved U.X.
- Added CAD U.I. to view and modify end-of-arm tool offsets and implemented self-collision checking for end-of-arm tools.
- Built connection status detection and corresponding UI for UR arms.

ROBOTICS

Project Manager and Software Lead Jan. 2024 – Present
McGill Humanoid Project
Montreal, Canada

- Founded undergraduate design team focused on building an R.L.-controlled 16 D.O.F. humanoid robot
- Led 10 engineers, successfully raising over \$10,000 in value and finishing electrical/mechanical/software designs in under 4 months.
- Single-handedly created software architecture, R.L. and R.O.S. simulations (Unity/MuJoCo), and R.L. training framework from scratch.

Research Volunteer May. 2023 – Present
Prometheus Lab
Montreal, Canada

- *Dec. 2023–Present:* Served as Multi-Agent Robotics Advisor for new students joining the lab. Provided mentorship, advice, and technical assistance to several teams.
- *Sep.–Dec. 2023:* Re-designed and implemented server infrastructure for multi-agent inter-robot communication and control. Reduced number of lines of code in the server from over 5000 to less than 300 whilst preserving functionality and improving maintainability and compatibility with robot hardware.
- *May.–Sep. 2023:* Technical lead for multi-agent robotic delivery project. Obtained \$7500 TechAccel Summer Stipend from McGill Engine and implemented control, mapping, and planning ROS packages for vehicle from scratch.

Software Team Lead May 2023 – Aug. 2024
McGill Robotics AUV
Montreal, Canada

- Created tutorials, an onboarding plan, and thorough documentation for new members; more than doubling retention rate from previous years.
- Implemented mandatory code reviews, issue tracking, scheduled documentation upkeep, and automatic integration testing pipelines, successfully preventing any major code breakages throughout the year.
- Build new simulation from scratch with improved performance, more Q.o.L. features, and better sim-to-real than previous framework.
- Assisted members with state estimation, pose control, computer vision, and simulation.

Software Team Member Sep. – May 2023
McGill Robotics AUV
Montreal, Canada

- Built object detection, mapping, and autonomous planner from scratch, enabling the team to reach semi-finals for the first time since 2020.

SKILLS

Languages: Fluent in English and French

Programming: Python, Javascript, C++, Bash, C, Java, C#

Frameworks: ROS (1 & 2), Pandas/NumPy, React.js, CUDA, Node.js, PyTorch/TensorFlow/Keras, Unix, WebSocket/TCP/HTTP/UDP

Developer Tools: Colab/Jupyter, Docker, Git, GitHub/GitLab, AWS

ACTIVITIES AND AWARDS

Cube Technician at The Cube (McGill 3D printing service) September 2023 – January 2024

Tomlinson Engagement Award for Mentoring in MECH 360 December 2023

2nd place at McGill A.I. Hackathon September 2023

Intramural dodge-ball Team Captain January – May 2023

1st place at McGill RoboHacks March 2023

Top 5 of 115 at McHacks January 2023

Top 10 at McGill Data Challenge January 2023

Grade A in McGill A.I. Society M.L. Boot-Camp September – December 2021