Curriculum Vitae

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1 Skill domains

- Game Theory : games in normal form, and extensive form. Solving games.
- Databases : relational databases, queries.
- Information theory : entropy
- Data Mining and Machine learning : feature extraction, clustering, classi-
fication
- Signal processing : Fourier transform
- object-oriented programming : UML

2 Education

- 2014-today : M2RI on data& machine learning at ENS Rennes and Un-
versité Rennes 1
- 2013-2014 : first year of Master Degree (M1) in computer science at ENS
Rennes and Unversité Rennes 1
- 2012-2013 : Bachelor Degree (L3) at ENS Rennes
- 2010-2012 : CPGE at Lycée Michel Montaigne (Bordeaux), MPSI and
MP*
- 2010 : Bacalauréat scientifique with honors at Lycée Jean Moulin (Langon,
south-west of France)

3 Professional experiences

- Summer 2014 : Internship at Jaist, Japan. Subject : study of the game
"battleship" as a one player game. First attempt to solve the game, and
testing greedy heuristics.
- Summer 2013 : Internship at Université Paris Dauphine, supervised by
Tristan Cazenave. Subject : Writing of an efficient Breakthrought Artificial
Player. It consited in writing in Ocaml an program with a Monte-Carlo
gaming algorithm and an end-game patern database to provide an efficient
artificial player and make a contribution to effors to solve this game.

4 Spoken languages

– French : Native language
– English : Advanced
– Spanish : School
– Japanese : Beginner

5 Computer languages

– Ocaml, C, C++, Java, python
– LaTeX and Beamer
– Prolog, SQL