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# Experience

Oct. 2023 – Present Software Engineer Ramillies, Belgium

- Investigated and resolved software bugs across the Odoo codebase.
- Gained experience in troubleshooting large-scale software systems.
- Developed multiple proofs of concept for Odoo (RAG, document similarity...).

Thales
Feb. – Aug. 2023
Research Intern
Gennevilliers, France

– Developed a neural network compression framework.

- Devised a novel compression method that achieves pruning and low-rank approximation through learned floating-point quantization; patent pending.
- Achieved a 0.01% increase in accuracy using just 0.78% of the BOPS for LeNet on MNIST.

## **Grenoble Informatics Laboratory**

Jan. – Jun. 2022

Grenoble, France

- Delved into data augmentation techniques for speech recognition.
- Realized a significant accuracy improvement in speech recognition through data augmentation.
- Implemented a tool for augmenting audio files using diverse methods.

#### Education

Research Intern

**ENSIMAG** 2021 - 2023

Master of Science in Informatics at Grenoble

Grenoble, France

- Master's program taught entirely in English offered by ENSIMAG and Grenoble Alpes University.
- Specialization in "Data Science and Artificial Intelligence".
- Graduated with high honours.

#### Grenoble Alpes University

2018 - 2021

Bachelor of Science in Computer Science

Graduated with honors.

Grenoble, France

# Side Projects

#### invertornot.com

- Developed and deployed an AI model to determine optimal image inversion for dark mode.
- Created a custom dataset, fine-tuned EfficientNet, and exported the model for ONNX inference.
- Built a high-performance API using FastAPI and Redis, processing 25k+ images daily.

### stacky

- Developed and published a VS Code chat assistant extension to enable LLM usage during debugging.

## Various exercises

- AI/ML Implementation of various papers such as GAN, SRGAN, AE, VAE, VQ-VAE, Style transfer...
- Programming/math-oriented such as Advent of Code, Project Euler, Cryptopals...

#### Miscellaneous projects

- voxel\_space.zig Voxel Engine made from scratch in Zig using Sokol.
- raytracer.zig Simple raytracer made in Zig from scratch.

#### **Open Source**

- Implemented LR schedulers for tinygrad an alternative deep learning framework to PyTorch.

#### Languages

- French Native
- English Fluent

## Technical skills/Tools

- Languages Python, JS, SQL, C, Zig, OCaml
- ML PyTorch, transformers, diffusers, ONNX
- Web Svelte, Astro, FastAPI, express.js
- Misc. NumPy, Pandas, PostgreSQL, Redis