

Pierre POTEI

Engineering student at
ENSTA Paris

✉ potelpierre1@gmail.com

☎ +33789644222

🌐 [My portfolio](#)

@ [My LinkedIn](#)

About Me

Final year student at ENSTA Paris, I am looking for a R&D deep learning engineer position.

I am especially interested in autonomous agent decision making, in continuous 2D or 3D environments such as those found in video games or robotics problems.

Spoken languages

- French : native
- English : C2
- Spanish : B1
- Japanese : A1

Certifications

- TOEIC Listening and Reading
980/990

Skills

Computer languages

Python, C++, C#, C, SQL.

Frameworks

Pytorch, Keras, Unity ML-Agents,
OpenAI Gym, PettingZoo, ROS.

Technologies

Git, Docker, Unity, Blender, Premiere
Pro, Photoshop, Illustrator, Microsoft
Office.

Looking for a deep learning engineer position, starting in November.

Work Experience

- 2023 Research Engineer, Ubisoft La Forge, Bordeaux
6 months R&D internship :
 - Designing humanlike bots learning from player traces, through of-line reinforcement learning.
 - Developing action policy generative models conditioned on a player's playing style.
- 2022 Research Engineer, A*STAR I2R, Singapore
6 months R&D internship :
 - Worked on multi-robot environment exploration through deep reinforcement learning.
 - Defined a RL agent using deep Q-learning to explore its environment.
 - Designed a ROS and OpenAI Gym simulator.
- 2021-2022 Autonomous Exploration Engineer, Parrot, Paris
6 months R&D internship :
 - Developed an autonomous exploration algorithm for a quadcopter drone.
 - Analysed available state of the art algorithms in the litterature, and prototyped the most promising solution on Parrot's flight simulator.
- 2021 Research Intern, University of Oslo RITMO lab
6 months research internship :
 - Developed and implemented rhythm detection and generation on a swarm of musical robots.
 - Designed a robot simulator in Unity
 - Published a paper detailing this work

Education

- 2019-2023 ENSTA Paris student : Master's degree in AI.
Relevant courses : Deep learning, Reinforcement learning, Multi-Agent systems, Advanced Machine Learning and Autonomous Agents, Optimisation and Metaheuristics, Learning for robotics, Perception for autonomous systems, Natural Language Processing, Applied Operational Research, Artificial Evolution, GPGPU programming for AI.
- 2017-2019 Undergraduate studies at Saint-Louis High School, Paris
Two years of intensive training in Mathematics, Physics, Mechanical Engineering, Computer Science and Chemistry to prepare for nationwide competitive entry exams to engineering schools.

Projects

- 2022 DRL Racer
Team project working on designing a reinforcement learning agent which competes with others on a race track in the racing video game TrackMania.
- 2021 Starcraft II AI
Reinforcement learning project focusing on unit micromanagement during skirmish in Starcraft II.

Miscellaneous

Sport : roller skating, rock climbing
Hobbies : pyrography, photo and video editing, DIY, video games
Student activities : DJ at SONO, ENSTA's student association of DJs.