Benjamin Derville

CS Student - Full-stack Engineer | Data Science http://benderv.com benderville@gmail.com | tw: @ben_derv

LINKS

Website:// benderv.com Github:// benderv Twitter:// @ben_derv Quora:// Benjamin-Derville

LANGUAGES

French: native English: fluent

Spanish, Chinese: notions

COURSEWORK

School:

Neural Networks • Signal Processing • Image processing • Programmable Architecture • Embedded System

Online Courses:

Machine Learning • Artificial Intelligence Design of Computer Programs • ...

SKILLS

PROGRAMMING

Pvthon:

Keras • Scikit-learn • Pandas • Numpy •

Flask • Django

Javascript:

Express • Node • Angular • Meteor •

React

Java:

Android • Qt-Jambi

Other:

HTML5 • CSS3 • VHDL • Bash C/C++ • Octave/Matlab • Rust

HOBBY

Sports:

Running • Swimming • Krav Maga • Boxe

Skiing

Adventures:

Backpacking • Hiking

Reading:

Science fiction • Biography • Self-help

Other:

Drawing • Drinking

EDUCATION

UNIVERSITÉ DE TECHNOLOGIE DE TROYES SYSTEMS, NETWORKS

AND TELECOM

Jan 2014 - Present | Troyes, FR

Mobile technologies and embedded systems specialization

UNIVERSITÉ DE TECHNOLOGIE DE TROYES | COMMON CORE

CURRICULUM

Sept 2011 - Jan 2014 | Troyes, FR

Mathematics, Physics

FRENCH BACCALAURÉAT SCIENTIFIQUE. | WITH HIGHEST HONORS

2011 | Lycée Frédéric Ozanam, FR

Specialization in mathematics and engineering

High School Diploma equivalent

EXPERIENCE

WIREDCRAFT | INTERNSHIP

Feb 2015 - Jul 2015 | Shanghai, CN

- Full-stack Developer (web)
- Product Manager

BUZZCAR INC | INTERNSHIP

July 2013 - Aug 2013 | Paris, FR

- Front-end development
- Visual communication & Blog

PROJECTS

UNNAMED | DATA SCIENCE PROJECT

2016 | Unpublished

A sport prediction algorithm to bet online.

PRISONER DILEMMA | Machine Learning experimentation

2014-2015 | BenderV/PrisonerDilemma

Experiment to find Game Theory Equilibrium with Machine Learning agents using the prisoner's dilemma

UTTRAVEL | WEBSITE

2013/14 | http://travel.benderv.com

A website to help UTT students to find a school for their semester abroad.