Clément DUMAS

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📄 **linkedin/Clément Dumas** | **github.com/Butanium** | **Personal page**

Education 📚

- 2023-2024: Computer Science research Master MPRI at **ENS Paris-Saclay**. The ENS is a selective institution that trains teachers and researchers
- 2022-2023: Double Bachelor's degree in Computer Science at **ENS Paris-Saclay**
- 2020-2022: Completed "classes préparatoires", an intensive two-year programme in the sciences with 12 hours of math per week, preparing for the competitive entrance exams to the ENS
- 2017-2020: "Baccalauréat" in the sciences, with honours

Skills 💻

- Proficient with functional (`OCaml`), imperative (`Python`) and object-oriented (`Java`) languages
- Some experience with: `Scala`, `Rust`, `Haskell`, `C`, `C#`, `JavaScript`, `x86_64 Assembly`, `Lisp`
- Proficient in **PyTorch**, **Stable Baselines 3**, **LaTeX**, **SLURM** and **Git**
- Strong mathematical and theoretical computer science background

Research and projects 🖱️

- Since October 2023: Supervised Program for Alignment Research (SPAR) under the supervision of Walter Laurito. We are trying to apply Contrast-Consistent Search to Reinforcement Learning models
- Summer 2023: Two months research internship with Jobst Heitzig on Aspiration-Based Q-Learning. See our LessWrong post and our Stable Baselines 3 fork
- 2022-2023: Participated in "Séminaire Turing", an AI alignment reading group at ENS Paris-Saclay
- December 2022: Participated in the AI testing hackathon organized by Esben Kran. Our submission about Trojans in transformers was ranked #4
- November 2022: Participated in the ML4G, a one-week French AI alignment camp organized by Effisciences
- November 2022: Participated in the Interpretability hackathon organized by Esben Kran featuring Neel Nanda
- October 2022: Participated in the AI alignment Hackathon organized by EffiSciences about the out of distribution and underspecification problems
- 2021-2022: Implemented a Monte-Carlo tree search for the travelling salesman problem which expand this paper to include local search in playouts
- 2021-2022: Created various heuristics for 6 CodinGame multiplayer games in Python and OCaml
- 2021-2022: Independently developed Clash of bits, a game that I plan to publish on CodinGame
- 2020: Small Reinforcement learning project on Unity with the ml-agents library
- 2019-2021: Genetic algorithms for the travelling salesman problem with Scratch, Unreal Engine and Python

Achievements 🏅

- Advent of Code: 2021 until **day 21** and 2020 until **day 19**
- Legend League (top league) reached in various CodinGame multiplayer challenges

Social and cultural activities 🧑‍🎤

- Improvisation theater at LiKa (ENS club)
- Class representative since 8th grade
- BAFA certification (to be a summer camp counsellor)
- Introduced young people to programming in "Tourtelle en fête" (neighbourhood festival) in 2019

Hobbies ♟️

- Programming: personal projects and competitions. Favourite topics/paradigms: AI and ML, alignment, MCTS, genetic algorithm, combinatorial optimization, artificial life simulation
- Behavioural biology (thanks to the online course Human Behavioural Biology, by Robert Sapolsky)
- Escape games, board games, table-top and live action role-playing games
- Reading (particularly heroic fantasy and science fiction)
- Sport - badminton and tennis competitions, volleyball, football, team sports in general

Referees

Jobst Heitzig

Leader, FutureLab on Game Theory and Networks of Interacting Agents

Potsdam Institute for Climate Impact Research

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Matthias Fuegger

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Walter Laurito

Research Engineer and Team Lead

Cadenza Lab

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