

CLÉMENT ROMAC

(+33) 673411798 ◇ clement.romac@gmail.com ◇ Bordeaux, France

Age : 22 ◇ <https://clementromac.github.io/>

CARRIER OBJECTIVE

I am interested in Deep Reinforcement Learning.

EDUCATION

Ynov Informatique Ingésup, Bordeaux

2014 - Current

MSc in Computer Science

Data Science specialization

High School Les Iris, Lormont

2011 - 2014

High School Degree, with the highest honours

Overall Notation : 17.75/20

MOOCS AND BOOKS

Ecole Polytechnique Fédérale de Lausanne, EdX

2018

Linear Algebra MOOC

Certificates : Part 1 - Part 2 - Part 3

Overall Notation : 69.67%

Stanford University, Coursera

2016

Machine Learning

Certificate : Certificate

Overall Notation : 95.30%

Deep Learning Book

2018

Goodfellow, Bengio, Courville

WORK EXPERIENCE

Weenove, Bordeaux

October 2017 - Current

Part time Data Scientist

- In charge of the Machine Learning R&D :
 - Implemented an Automated Machine Learning service
 - Made this service available (Beta) in a Business Intelligence Software (Biwee)
 - Lead the Machine Learning R&D projects
 - Data Science projects
- Work environment :
 - Azure ML Services
 - Docker
 - Python : Pandas, Scikit-Learn, Keras, Jupyter
 - C#

Scalian, Bordeaux

Summer 2017

Intern Data Scientist

- Data Science projects :
 - Time Series Anomaly Detection

- Barcode localization on drone pictures with Deep Learning
- Data Exploration project
- Work environment :
 - Python : Pandas, Scikit-Learn, Flask, Tensorflow, Jupyter
 - C++ : Qt Creator

Weenove, Bordeaux

June 2016 - May 2017

Part time Intern Data Scientist

- Machine Learning R&D :
 - Implemented an Automated Machine Learning service
 - Made this service available (Beta) in a Business Intelligence Software (Biwee)
- Work environment :
 - Azure ML Studio
 - Python : Pandas, Scikit-Learn
 - R
 - C#

Weenove, Bordeaux

Summer 2015

Intern Developer

- C# development of a Business Intelligence Software (Biwee)
- Microsoft environment : Azure, Visual Studio, WCF, TFS
- Analysis of Open Data

PROJECTS

Deep Recurrent Q-Learning vs Deep Q Learning on a simple Partially Observable Markov Decision Process with Minecraft (2019)

With Vincent Béraud, we compared a Deep Recurrent Q-Network and a Deep Q-Network on simple missions in a Partially Observable Markov Decision Process in Minecraft. We wrote a paper that can be found [here](#) and our code can be found [in this repository](#).

Gym TicTacToe (2018)

Gym TicTacToe is a light Tic-Tac-Toe environment for OpenAI Gym. The code can be found [here](#).

Deep Learning Playground (2018)

Projects to put in practice what I have learned from the Deep Learning Book (Goodfellow, Bengio, Courville). In the last project, I tried to make a simplified version of the Google Neural Machine Translation with a Seq2Seq based on LSTM cells to translate from French to English.

Deep Q-Learning TicTacToe (2017)

During my third year at Ynov Informatique Ingésup, I used Deep Q-Learning to play Tic-Tac-Toe. The agent was first trained against an agent playing randomly, then against itself. The code can be found on [this repository](#).

PUBLICATIONS

Preprints

Romac et Béraud.

2019. Deep Recurrent Q-Learning vs Deep Q Learning on a simple Partially Observable Markov Decision Process with Minecraft. [abs/1903.04311](#).

SKILLS

| | |
|---------------------|---|
| Data Science | Machine Learning, Deep Learning, Reinforcement Learning |
| Development | Python (Tensorflow, Keras, Scikit-Learn), C#, C++, JavaScript |
| Others | DataBases (SQL, NoSQL), Linux, Docker |

LANGUAGES

| | |
|----------------|----------------------------|
| French | Native speaker |
| English | Advanced (TOIEC : 980/990) |

TALKS

Les nuits des réseaux de neurones *June 2018*
AI agent playing Minecraft
Applying Deep Recurrent Q-Learning to a Minecraft environment.

Les nuits des réseaux de neurones *March 2018*
AlphaGo Zero, Starting from scratch
A Deep Reinforcement Learning introduction and an intuition of AlphaGo Zero conception.

Global Azure Bootcamp Bordeaux *April 2017*
Machine Learning through AzureML
An introduction to Machine Learning and how it can be used with Azure Machine Learning.

TEACHING

Ynov Informatique Ingésup Bordeaux *November 2018 - December 2018*
Machine Learning Major
Third year students course for the Data Science Specialization
Taught 90 hours with Pierre Leroy to third year students. Everything can be found on the **Major's Website**.

SERVICE AND LEADERSHIP

Co-founded and directing the AI working group of Ynov Informatique Ingésup Bordeaux
— We gather every two weeks on Wednesday to share and work on AI projects.
— Projects area : Reinforcement Learning, Chatbots, Kaggle

Co-founded and animating the meetup “Les nuits des réseaux de neurones”
— Talk and workshops on Neural Networks all night long.
— Held every month or two months, open to everyone (270 members).
— <https://www.meetup.com/fr-FR/Les-nuits-des-reseaux-de-neurones/>

HOBBIES

Sport : I have been playing football since I am 6 years old. I love sport more generally.
Music : I play bass guitar in a jazz fusion band.

REFERENCES

Patrick Piquart

Head of Computer Science Department

· patrick.piquart@ynov.com

Ynov Informatique Ingésup Bordeaux

Hayssam Soueidan

R&D Director and CTO, PhD

· hayssam.soueidan@displayce.com

Displayce