

# Etienne Pot

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I'm a graduate student in computer science passionate about computer science. I have a solid academic background and more than one year of work experience in software development and research.

## WORK EXPERIENCE

### TeraDeep, US — Software Engineering & Research Intern

JULY 2016 - Present

- Reproduction and evaluation of State of the Art algorithms in face recognition, network compression, image classification (Torch, Lua)
- Integration of machine learning algorithms in a scalable web service.
- Creation of a torch/lua wrapper for C++, used to quickly deploy new models and services (C++, Caffe, Lua, Torch)

### Kyushu University, Japan — Research Intern in computer vision

JULY 2014 - JULY 2015 (1 year)

- Creation of a person tracking and re-identification system in a distributed multi camera environment (C++, OpenCV). At the end, the system was tested in real conditions on the university campus.
- Development of a network graph visualization tool (Java)

## OPEN SOURCE PROJECTS (GitHub)

- **Chatbot**: Creation of a conversational agent, trained on movie dialogues (project among the top-10 chatbots on GitHub)
- **Deep Reinforcement Learning**: Implementation of Google DeepMind's A3C agent which learn to play Atari games directly from raw pixels
- **Music generation**: Experiment different models to create my owns musical composer
- **Sentiment Analysis**: Implementation from scratch (backpropagation and gradient derivation) of the "RNTN" (R. Socher et al.) applied on movie critics

## SEMESTER PROJECT (EPFL)

- **Deep learning on graphs**: Apply CNN on graphs data for 3d meshes segmentation and classification.

## EDUCATION

### EPFL/CPE Lyon, Switzerland/France — Master/Bachelor

SEPTEMBER 2010 - JUNE 2016 (5 years)

- **Majors**: machine learning, data science
- **Minors**: computational molecular biology, computer graphics

## COMPETITIONS

- **Google FooBar Algorithm Challenge**: Level 5/5 — 2016
- **Student Programming Battle**: participation to a hacking competition organized by Sopra Steria — 2013
- **48 hours film project**: Musical composition for a short movie in the context of an amateur film contest — 2014

## SKILLS & PROJECTS

### C/C++

- Computer Vision (OpenCv)
- GUI applications (Qt)
- Games (SFML, OpenGL)
- Mobile robot (Arduino)
- School and Internship projects
- Caffe (basic knowledge)

### Python

- Diverse machine Learning projects (TensorFlow)
- Web framework (Django)

### Java

- Android application
- Graph visualizer
- School and Internship projects
- Spark (Scala) (basic knowledge)

### Other

- Lua (Torch, C Api)
- Matlab
- Websites (SQL, Js, Dart)
- Chrome extensions (Js, Dart)
- Unity3d (VR app in C#)
- CUDA (basic knowledge)
- Bash (Unix)

## CONFERENCE PAPERS

**AMMDS 2015** — Etienne Pot, Maiya H., Atsushi S. et al, *Person Re-identification Visualization Tool for Object Tracking across Non-overlapping Cameras* Japanese patent application No. 2015-141316

## LANGUAGES

**English**: Fluent

**French**: Native speaker

**German**: Basic working knowledge