



Fabien ALLEMAND

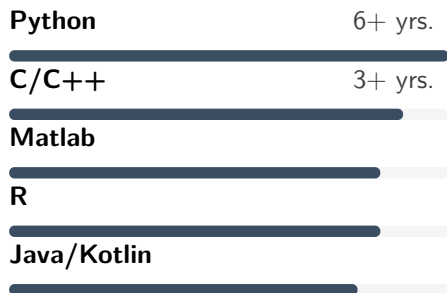
Engineering Student

Contact

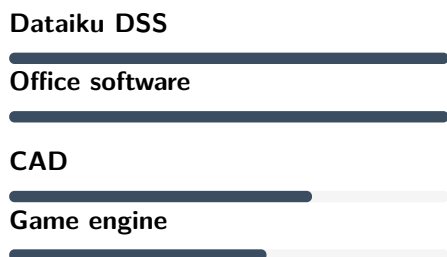
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Skills

Programming Language



Software



Language



Biography

Engineering student at Télécom SudParis, specialised in **data science** and **artificial intelligence**.

Currently looking for a **six-month internship starting in February 2025**.

Education

Télécom SudParis Engineering School

Digital Technologies Engineering

09/2023 - today

Applied statistics, scientific computing, deep learning, reinforcement learning, generative AI, software engineering, web programming, energy consumption

Télécom Physique Strasbourg Engineering School

Computer Science & Networks

Data Science & Artificial Intelligence

09/2021 - today

Mathematics and programming for data science and AI (statistics, supervised machine learning, computer vision, deep learning, natural language processing, game theory)

Joffre High School

Selective Sixth Form

Mathematics, physics & computer science

09/2019 - 07/2021

Work experience

Internship

French Air Force

07/2024 - 08/2024

Development of a Python REST API for a Dataiku DSS project.
Improvements and documentation of a Dataiku DSS machine learning project.

Project

Alcatel-Lucent Enterprise

01/2023 - 06/2023

Long-term engineering project in collaboration with Alcatel-Lucent Enterprise to develop an AI-powered Android application to improve road maintenance.

Internship

Cemosis (Strasbourg modeling and simulation center)

University of Strasbourg

06/2022 - 07/2022

Cooperated with a team of researchers to develop an online platform of services for building energy simulation.

Projects

For more details: <https://faballemand.github.io/html/projects.html>

- ezGPX (2023 - today): Easy to use Python library for GPS eXchange Format (GPX) files.
- Hand Gesture Recognition (Télécom SudParis, 2024): Hand gesture recognition using self-supervised deep learning on GPU (<https://arxiv.org/abs/2406.12440>).
- 3D Objects Classification (Télécom SudParis, 2024): Classification of 3D mesh objects using state-of-the-art convolution and pooling layers designed for 3D mesh data.
- Reinforcement Learning (2024): Reinforcement learning on my first 2D video game created in 2021.
- Defect Prediction on Production Line (Télécom Physique Strasbourg, 2023): Group project to develop a supervised learning solution for a real world industry problem.