Fabien ALLEMAND

Engineering Student

Contact

fabien.allemand@telecom-sudparis.eu

06 07 07 63 89

linkedin.com/in/fabien-allemand

faballemand.github.io

github.com/FABallemand

Skills

Programming Language

Python 6+ yrs.

C/C++ 3+ yrs.

Matlab

R

Java/Kotlin

Software

Dataiku DSS

Office software

CAD

Game engine

Language

French Native

English C1

Spanish B2

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 — **09/2023 - today**
Digital Technologies Engineering

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

Télécom Physique Strasbourg Engineering School — **09/2021 - today**
Computer Science & Networks
Data Science & Artificial Intelligence

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

Joffre High School — **09/2019 - 07/2021**
Selective Sixth Form
Mathematics, physics & computer science

Work experience

Internship — **07/2024 - 08/2024**
French Air Force

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

Project — **01/2023 - 06/2023**
Alcatel-Lucent Enterprise

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

Internship — **06/2022 - 07/2022**
Cemosis (Strasbourg modeling and simulation center)
University of Strasbourg

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.