Jean Lucien Randrianantenaina

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Experience

Jan. 2025 - Present ML/AI & Back-end Developer

Arato, Fianarantsoa, Madagascar

- AI/ML Development: Designed and deployed AI models (RAG, chatbots); built recommendation and NLP solutions; fine-tuned models for optimal performance.
- Built data scraping pipelines (Selenium); automated workflows (n8n); streamlined processes to minimise manual
- Back-end Services: Developed scalable back-end systems; designed RESTful APIs; ensured secure and efficient data management.

Jan. 2025 - Present Part-time Lecturer

University of Fianarantsoa, Madagascar

- Delivered lectures in Linear Algebra and Mathematics for Artificial Intelligence.
- Developed course materials and supervised student projects, assignments, and examinations.

Education

01/2024 - 12/2024 MSc in Machine Learning and Artificial Intelligence

Stellenbosch University, South Africa

Grade: 78/100

06/2019 - 01/2024 MSc in Mathematics and Applications - Fundamental Mathematics

University of Fianarantsoa, Madagascar

Grade: 14.25/20

09/2022 - 06/2023 MSc in Mathematical Sciences - Fundamental Sciences

African Institute for Mathematical Sciences (AIMS), Cameroon

CGPA: 3.52/4

11/2015 - 04/2019 **BSc in Mathematics and Applications - Fundamental Mathematics**

University of Fianarantsoa, Madagascar

Grade: 14.69/20

Research Projects

2024 Conditional Flow Matching (CFM) in Feature Space (MSc Project)

Supervisors: Dr Shane Josias and Prof. Willie Brink

2024 Optimization of the UNet Architecture for Brain Tumour Segmentation with Genetic Algorithm (MSc Project)

Supervisors: Dr Aurelle Tchagna Kuanou and Dr Joelson Randriamparany

Carmichael Number (MSc Project) 2023

Supervisor: Prof. Florian Luca

2019 Radical Resolution of Polynomial Equation (BSc Project)

Supervisor: Prof. Solo Rajaofetra Randriamahaleo

Certifications

07/2023 **Business Management**

ESMT Berlin, II Africa, IIP - Limbé, Cameroon

One-month intensive course in business management and soft skills development.

01/2022 - 07/2022 **Back-end Developer**

SAYNA & OIF: DCLIC Programme 1.0 - Fianarantsoa, Madagascar

Six months of training in website development: HTML5, CSS3, JavaScript, Node.js, MySQL.

Publication There Is No Carmichael Number of the Form $2^n p^2 + 1$ with p Prime

Florian Luca and Jean Lucien Randrianantenaina, INTEGER, Volume 23 (2023)

Talk Fermat's Last Theorem, with n=4

Presented to AIMS Cameroon Students

Awards and Scholarships

2024 Google DeepMind Scholarship

Fully funded Master's Programme in Machine Learning and Artificial Intelligence at Stellenbosch University

2023 Industry Immersion Programme (IIP) Scholarship

Fully funded programme on business management, offered by AIMS, II Africa, ESMT Berlin, Germany

2022 MasterCard Foundation Scholarship

Fully funded Master's Programme at AIMS Cameroon

2022 D-CLIC Programme

Programme funded by the Organisation Internationale de la Francophonie (OIF) and SAYNA

Projects

07/2024 Reinforcement Learning 🗹

Implemented Q-Learning, SARSA, and two variants of Deep Q-Network algorithms to solve the mini-grid problem using Gymnasium and PyTorch.

07/2024 Neural Machine Translation 🗹

Developed a neural machine translation model and further trained an existing pre-trained model (opus-mt-en-af) to translate engineering assessments from English to Afrikaans.

06/2024 Byte Pair Encoding (BPE) and Trigram Language Model 🗹

Implemented a trigram language model for language identification and Byte-Pair Encoding (BPE) for language similarity analysis.

02/2024 Movie Recommender System

Built a large-scale recommender system using probabilistic matrix factorisation, trained on the 25M MovieLens dataset. Implemented from scratch using Python, Numba, and NumPy.

2023 **MK-Forum** 🗹

Developed a web forum dedicated to mathematics. Built the front-end using HTML, CSS/Bootstrap, and JavaScript. The back-end uses Python/Django and MySQL. Includes features like user accounts, posts, comments, and a voting system.

2022 Unbeatable TicTacToe 🗹

Developed a Tic-Tac-Toe game using HTML, CSS, and JavaScript. Features an unbeatable computer opponent using a combination of random placement and a min-max algorithm based on difficulty level.

2021 Bellman-Kalaba GUI

Developed a graphical user interface for graph representation and short-path finding using the Bellman-Kalaba algorithm with Tkinter/Python.

Skills

Language Skills Malagasy (Native), French (Fluent), English (Upper-Intermediate)

Programming Python, JavaScript

Languages

Frameworks, PyTorch, TensorFlow, JAX, Pandas, Scikit-Learn, Langchain, Django, Flask, FastAPI, Bootstrap, Node.js, Vue.js

Libraries, Runtimes

Database MySQL, PostgreSQL, Chroma, MongoDB

Version Control Git

Other Skills LETEX, HTML, CSS/SASS, MS Office