

# JULIETTE PARCHET

## EPFL GRADUATE, MASTER IN DATA SCIENCE

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### PROFILE

Recent EPFL Data Science graduate with strong academic and industrial experience in machine learning, computer vision, and data-driven applications. At Schindler, I turned ML research into production-ready tools, improving accuracy and scalability. My projects range from VR game development to explainable AI and LLM fine-tuning, with results recognized in both academia and hackathons. I bring a mix of technical rigor, software engineering skills, and clear communication. I am currently looking for opportunities where I can apply my skills, keep learning, and contribute to meaningful real-world challenges.

### TECHNICAL SKILLS

- **Programming:** Python, Java, C++, C#, C, SQL
- **Machine Learning & AI:** PyTorch, TensorFlow, Scikit-learn, Hugging Face; Computer Vision, NLP, LLMs, XAI
- **Data:** databases, statistics, Pandas, NumPy, data wrangling, Matplotlib, Seaborn; Apache Spark
- **Tools & Cloud:** Git, Docker, Microsoft Azure, Jupyter Notebook, VS Code, Linux

### EDUCATION

<b>Master in Data Science</b> EPFL (Swiss Federal Institute of Technology), Lausanne Graduated with 5.17/6 GPA.	<b>Sept. 2022 — Mars 2025</b>
<b>Bachelor in Communication Systems</b> EPFL (Swiss Federal Institute of Technology), Lausanne Graduated with 4.91/6 GPA.	<b>Sept. 2018 — July 2022</b>
<b>Teacher Training Program (Secondary Level II)</b> HEP (Haute Ecole Pédagogique), Lausanne	<b>Aug. 2023 — July 2024</b>
<b>Bilingual English Maturité (secondary diploma)</b> Ecole Moser, Geneva Diploma obtained with honors and with a language Award (English, German, French)	<b>Sept. 2015 — July 2018</b>

### WORK EXPERIENCES

<b>6-months Computer Vision Internship, Schindler Group, Lausanne</b> Developed computer vision solutions to reconstruct 3D building surfaces and simulate heat flow for renovation planning. <ul style="list-style-type: none"><li>• Built and optimized end-to-end ML pipelines for 3D reconstruction using NeRF, SDF, and Plenoxel techniques.</li><li>• Collected, processed, and prepared datasets for training, testing, and inference.</li><li>• Refined models to improve accuracy and robustness, enabling simulation-ready outputs.</li><li>• Deployed scalable workflows with <b>Docker and Microsoft Azure</b>, ensuring reproducibility.</li><li>• Collaborated with stakeholders, presenting results and coordinating project milestones.</li></ul>	<b>Sept. 2024 — Feb. 2025</b>
<b>One-year Computer Science Teacher, High School, Nyon</b> Taught coding and computational thinking, adapting complex computer science concepts for high school students. <ul style="list-style-type: none"><li>• Designed Python projects and guided students on debugging, code structure, and algorithms.</li><li>• Mentored students, fostering problem-solving and computational thinking.</li><li>• Created lesson plans and assessments to track progress and engagement.</li><li>• Learned to adapt teaching methods to diverse skill levels and learning styles.</li></ul>	<b>Aug. 2023 — July 2024</b>
<b>One-year PyGirls Tutoring, Boston Consulting Group, Online</b> Led online Python sessions for groups of up to 5 beginner students, mentoring programming and problem-solving skills. <ul style="list-style-type: none"><li>• Fostered engagement and collaborative problem-solving among participants.</li><li>• Designed tailored learning materials and collaboratively optimized curriculum for online teaching.</li></ul>	<b>Apr. 2022 — Apr. 2023</b>

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## ACADEMIC PROJECTS

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### Virtual Reality Game Development, EPFL, Lausanne

Feb. 2024 — May 2024

Developed in a team a **cross-platform VR game** in Unity (C#) for immersive interaction and 3D spatial navigation.

- Built a gesture recognition system using 3D motion calibration, Fourier shape analysis, and real-time input tracking.
- Applied UX optimization techniques and design iteration to improve immersion and reduce cybersickness.
- Integrated Oculus SDK and collaborated via Git/GitHub with agile methods. **Project recognized by TA for quality.**

### Actionability of Explainable AI (XAI), EPFL, Lausanne

Sept. 2023 — Jan. 2024

Investigated how XAI methods can improve interpretability and actionability of black-box neural networks in education.

- Analyzed large volumes of explainer outputs and extracted meaningful statistics to support human decision-making.
- Designed visual and textual explanation formats (feature-based, model-driven, LLM-generated).
- Conducted user studies with stakeholders to evaluate trust, usability, and decision-making.
- Identified effective hybrid explanations to support actionable insights.

### Deep Image Translation via Diffusion Models, EPFL, Lausanne

Feb. 2023 — May 2023

Generated synthetic image pairs and trained a lightweight image translation model for domain adaptation.

- Evaluated diffusion-based computer vision models to create paired datasets (original vs. 100-year-old-aged images).
- Designed and trained a U-Net architecture (PyTorch) for image-to-image translation under limited compute resources.
- Achieved strong generalization on both synthetic test sets and unseen real-world images.

### LLM Fine-Tuning for Math QA, EPFL, Lausanne

Feb. 2023 — May 2023

Contributed to a team project fine-tuning large language models for domain-specific mathematical reasoning.

- Used transformers, Hugging Face, and PyTorch for fine-tuning.
- Annotated and applied chain-of-thought datasets and evaluated reasoning performance.

### User Preference Modeling, EPFL, Lausanne

Sept. 2022 — Dec. 2022

Modeled user behavior and preferences from raw beer-rating data to improve UX strategies.

- Applied large scale data wrangling, clustering, collaborative filtering, and statistical analysis using Python, Pandas, and Scikit-learn.
- Produced a **reproducible report** with interactive data visualization, developing strong teamwork and reporting skills.

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## LANGUAGE

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**English: C1 / Fluent (One-year exchange in UK)**

**French: C2 / Native**

**German: A2 / Basic**

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## EXTRA-CURRICULAR ACTIVITIES

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### Hackathon, EPFL, Lausanne

Apr. 2025

Ranked 2nd at the **Lemanic Life Science Hackathon 2025** with the **Tumorscope Project**.

### Prototyping and Gaming, Online

Indie video game development, see **projects**.

### Art, Conservatoire Populaire de Musique, Geneva

Practice of classical piano for 8 years with regular training and recitals.

### Sport, Swiss and International

Active participation in competitive sailing and badminton.

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## REFERENCES

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**Dr Malcolm Mielle at Schindler Group (contact information available upon request)**