

Rafael Cartenet

MACHINE-LEARNING R&D ENGINEER

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Experience

Openfield

Paris, France

MACHINE-LEARNING R&D ENGINEER

June 2018 – Present

- R&D and implementation of a location-intelligence workflow, based on WiFi data.
- Designed and implemented simple MVP for shopping malls affluence forecasting, using DeepLearning.
- Developed Data Quality module to clean structured data, and integrated it to several company's workflows.
- Improved my Data-Engineering skill: performance, industrialisation, distributed systems.

Mediasia Labs

Shanghai, China

MACHINE-LEARNING R&D ENGINEER, END-OF-STUDY INTERNSHIP

Aug. 2017 – Feb. 2018

- Designed, implemented and trained Deep-Learning models for speech segmentation and phoneme classification.
- Developed phonetic pronunciation evaluation tool for language learners, using BLSTM and dynamic programming based matching algorithm.
- Individual end-to-end project, R&D, functional specifications and implementation.

AIM KAIST

Daejeon, S.Korea

RESEARCH ASSISTANT, LABORATORY INTERN

March 2017 – June 2017

- Interned at AIM laboratory (Artificial Intelligence & Machine-Learning) under supervision of Pr. Chang D. Yoo.
- Participated in CVPR'17 Workshop on Youtube-8M Dataset: Video Classification. Implemented Attention-Based Bidirectional LSTM.

Education

KAIST (Korea Advanced Institute of Science and Technology)

Daejeon, S.Korea

GRADUATE EXCHANGE PROGRAM

Sept. 2016 – June. 2017

- Specialized in Computer Science with a Machine Learning minor.
- Coursework: Deep Learning, Natural Language Processing, Computer Vision, Search Based Soft. Eng., AI and Machine Learning.

INSA (National Institute of Applied Sciences)

Rouen, France

MASTER OF ENGINEERING (M.ENG.)

Sept. 2012 – April 2016

- Specialized in Mathematics and Computer Science.
- Coursework: Algorithms, Optimization, Markov Chains, Linear Algebra, Statistics, Differential Equations, Probability, Databases.

Extracurricular Activities

Various projects

- MCQ bot: Implemented simple AI to reply to simple multiple choice questions with an accuracy of 85%, for trivia apps. 2016 - 2019
- Mini AlphaGo: Trained an AlphaGo-based AI of Go game, using Deep Neural Nets and MonteCarlo Treesearch.
- Vitaminst: Developed an Instagram bot for human-like behaviour using IG's API, running on several Raspbery Pis, centralized MongoDB.
- Resource Allocation Optimization: Using search-based optimization techniques, optimized virtual machines distribution in the Cloud.

Competitive Programming

- Hackatons GoogleHashcode 2015, ACM ICPC KAIST Mock Competition, Cod'INSA, BattleDev
- CodinGame.com: AI monthly challenges (top 10 python3), HackerRank

2014 - 2017

Skill highlights

Programming

- Proficient with: Python, Tensorflow, Apache Spark, Torch7, Scikit-Learn, Matlab, Bash, Git.
- Familiar with: Java, SQL, Hadoop, C/C++, Cassandra, Lua.

Spoken languages

- French: Native Language
- English: Professional proficiency
- Mandarin: Intermediate (HSK3)
- Spanish: Proficient