



GAËTAN SERRÉ

Artificial Intelligence Master – Paris-Saclay

@ gaetan.serre93@gmail.com

+33 6 74 52 00 93

Gif-Sur-Yvette, France

Plagiat01

Plagiat01.github.io/

SKILLS

Programming

C++ OCaml Python

Sklearn Tensorflow

Pandas Numpy Menhir

Ocamllex CUDA GLSL

C Java JS HTML

CSS PHP

Office software

LaTeX Office suite

LANGUAGES

French: **Native**

English: **Fluent / C1**

HOBBIES

Chess: **~1300 Elo**

Taekwondo: **Paris champion and IDF vice-champion in 2016**

Piano: **since 2020**

Escape Game: **since 2018**

ABOUT ME

I'm studying in the Artificial Intelligence master of Paris-Saclay. I'm passionate about compilation, artificial intelligence and game theory. I have done many projects, all available on my Github.

EDUCATION

Master Artificial Intelligence | Université Paris-Saclay

Sept. 2021 – June 2023

Orsay, France

Magistère Computer Science | Université Paris-Saclay

Sept. 2020 – June 2023

Orsay, France

- The goal of the magistère is to have an initiation to research through internships, additional courses and conferences.
- 1st year:
 - 16.4/20
 - Additional courses: Compilation and Introduction to Artificial Intelligence
- 2nd year:
 - Additional course: Models and languages for programming reactive systems (ENS Ulm)

Bachelor's degree Mathematics/Computer Science | Université Paris-Saclay

Sept. 2018 – June 2021

Orsay, France

- With honors (15.16/20)
- Noteworthy course :
 - Introduction to statistical learning (3rd year. Supervisor: François Landes)
 - Compilation (3rd year. Supervisor: Thibaut Balabonski)
 - Mini-Projet: Project in team of 6 with the aim of detecting malaria infected cells from photos using machine learning algorithms. (2nd year. Supervisor: Isabelle Guyon)

EXPERIENCE

Internship | LMF & INRIA

May – July 2021

Gif-Sur-Yvette, France

The purpose of this internship was to improve Why3, a deductive program verification software. This allowed me to become familiar with the world of research in a large computer science laboratory.

Commercial Agent | SNCF

Summer 2018 – 2021

Paris, France

Sales and after-sales at the mainline store in Gare de l'Est. This allowed me to familiarize with the corporate world and teamwork.

PERSONAL PROJECTS

Deep ViCTORIA |

 April 2021 – Now


A chess engine that returns the best move from a position using an in-depth analysis of possible moves and a neural network.

C++

Python

Tensorflow

NeuralNet |

 May 2021 – June 2021

A C++ library allowing to create and use a neural network from a file containing its parameters.

C++

LiSA |

 Sept. 2020 – Now

A 3D ray tracing rendering engine.

C++

CUDA