



GAËTAN SERRÉ

Artificial Intelligence Master – Paris-Saclay

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Gif-Sur-Yvette, France

Plagiat01

Plagiat01.github.io/

SKILLS

Programming

Python TensorFlow
Pytorch Sklearn Pandas
Numpy Notebook C++
OCaml CUDA GLSL
Java

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 deep learning, reinforcement learning, game theory and compilation. I have done many projects, all available on my Github.

EDUCATION

Master Artificial Intelligence | Université Paris-Saclay

Sept. 2021 – June 2023

Orsay, France

Noteworthy courses :

- Applied statistics (Supervisor: Marie-Anne Poursat)
- Mathematics for data science (Supervisor: Marcella Bonazzoli)
- Fundamental principles of machine learning (Supervisor: François Landes)
- Deep learning (Supervisor: Caio Corro)

Magistère Computer Science | Université Paris-Saclay

Sept. 2020 – June 2021

Orsay, France

- The goal of the magistère is to have an initiation to research through internships, additional courses and conferences.
- With honors

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

Sept. 2018 – June 2021

Orsay, France

- With honors

Noteworthy courses :

- Introduction to statistical learning (3rd year. Supervisor: François Landes)
- Compilation (3rd year. Supervisor: Thibaut Balabonski)
- ML Project: Project in team of 6 with the aim of detecting malaria infected cells from photos using machine learning algorithms. (2nd year. Supervisor: Isabelle Guyon)

CHALLENGES

I have participated in several artificial intelligence challenges:

- Aerial Image Recognition
- L2RPN NEURIPS 2020 - Adaptability Track

PERSONAL PROJECTS

GAiA | 

 April 2021 – Now

A chess program that uses a complex residual neural network specialized in image recognition.

You can read the article I wrote about GAiA [here](#).

Tensorflow

Python

C++

Reinforcement learning | 

 Nov. 2021 – Now

An implementation of various reinforcement learning algorithms (Q-Learning, Deep Q-Learning, Monte Carlo Tree Search with neural network, ...) on several games.

Notebook

Python

LiSA | 

 Sept. 2020 – Now

A 3D ray tracing rendering engine.

C++

CUDA

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.