GAËTAN SERRÉ

Artificial Intelligence Master – Paris-Saclay

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gaetanserre | gaetanserre.github.io/

SKILLS

Programming

Python | Tensorflow | Pytorch | Sklearn | Numpy | C++ | CUDA | ONNX | OCaml | Java

Office software

LaTeX | Office suite

LANGUAGES

French: Native

English: TOEIC 945

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)

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

Sept. 2018 – June 2021 — Orsay, France

- With honors

EXPERIENCE

Stage | INRIA & RTE

May – August 2022 — Gif-Sur-Yvette, France

Supervisor: Isabelle Guyon

During this internship I participated in the creation of the 2022 edition of the challenge *Learn to Run a Power Network* in partnership with INRIA and *RTE*. My goal was to generate the competition data and create a reinforcement learning agent that would serve as the baseline for the competition. I was able to go to the *WCCI* conference to present this edition.

Internship | LMF – INRIA

May – June 2021 — Gif-Sur-Yvette, France

Supervisors: Jean-Christophe Filliâtre & Andrei Paskevich

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.

CHALLENGES

I have participated in several artificial intelligence challenges:

- Aerial Image Recognition
- L2RPN NEURIPS 2020 - Adaptability Track

SOME PROJECTS

GAiA |

April 2021

A chess program that uses a complex residual neural network specialized in image recognition.
You can read the report about GAiA **here**.

Pytorch | C++ | ONNX

Reinforcement learning algorithms |

Nov. 2021

An implementation of various reinforcement learning algorithms (Q-Learning, Deep Q-Learning, AlphaZero) on several games.

Tensorflow | Pytorch

VAE |

April. 2022

An implementation of a Variational Auto Encoder.

Python | Pytorch