



# GAËTAN SERRÉ

Artificial Intelligence Master – Paris-Saclay

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Gif-Sur-Yvette, France

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 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

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I have participated in several artificial intelligence challenges:

- Aerial Image Recognition
- L2RPN NEURIPS 2020 - Adaptability Track

## SOME PROJECTS

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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

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Reinforcement learning algorithms | 

 Nov. 2021


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

Tensorflow

Pytorch

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VAE | 

 April. 2022

An implementation of a Variational Auto Encoder.

Python

Pytorch