Sebastien Kerbrat

Full Stack Software Engineer

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Portfolio lesphax.github.io

Software engineer with a broad skill set. From UX design and web development to game development and deep learning. Give me a poorly defined problem and I will turn it into the solution you need.

Education

2011 – 2016 - Master of Computer Science specialized in Human-Computer Interaction (Toulouse, Paul Sabatier)

Work experience

Software Engineer at PicnicHealth, Series C startup building medical datasets (04/2019 - Present)
(React, Redux, Apollo, NodeJS, Python, Postgres, Kubernetes, Google Cloud, Docker)

- ➢ One of the early engineers in a fast growing startup. Joined at 15 employees and we're now 120+
- ➢ Promoted from software engineer to teach lead of a team of 5 people.
- ➢ Building the workflows and UIs that allow our 600 Filipino labellers to turn PDFs into useful medical data.
- ➢ Leading the design and architecture of core company projects to reduce costs and make our data more useful to customers.
- ➢ Collaborating closely with operation managers, clinicians, ML engineers and UX designers.

Software Engineer at Piktiv, small software consulting company (7 employees) (03/2017 - 03/2019)
   Web: *(Java EE, Oracle SQL, HTML, Typescript, Docker)* **ML**: *(Python, Keras, Tensorflow, Pandas)*

- ➢ Part of an autonomous 4 engineers team in direct contact with customers.
- ➢ Maintained and improved a web application to do accounting and payments of affiliates for a forex broker with millions of daily trades.
- ➢ Worked on 2 smaller ML projects. One about classifying and summarizing emails and another one about detecting the presence of horses in a video feed.

UX Design Intern at Cenareo, Series A IOT startup (8 employees) (03/2016 – 09/2016)
   (HTML, CSS, JavaScript, Python – Django, Linux)

- ➢ Self guided work as the first UX Designer at the company. Also implemented some features directly.
- ➢ I did direct interviews with ~15 end users to create user personas.

Personal projects (You can learn more on my portfolio website: **lesphax.github.io**)

Reinforcement Learning (January 2018 - May 2019) – 300h
   Using and implementing RL algorithms *(Unity C#, Python, Tensorflow, Linux)*

- ➢ Implemented PPO from scratch trained an actor-critic algorithm to solve Atari breakout in Open AI gym
- ➢ Trained AIs to play Slideball using the Unity ML Toolkit. They got to the point where they could pick up the ball and throw it consistently in the goal
- ➢ Modified the framework to record sample videos and to add self-play with elo ranking.

Slideball (September 2016 – December 2017) – 450h
   A multiplayer sports game on the browser *(Unity C#, NodeJS)*

Other

Hobbies: Kitesurfing, Games, Programming, Improv Theatre, Climbing
Languages: French native, English highly proficient, Swedish/Spanish basic