

Sebastien Kerbrat

Machine Learning Engineer

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Portfolio lesphax.github.io

Driven and curious software engineer with a broad skill set. From user-centered design and web development to game development and deep learning.

Education

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

Work experience

Software Engineer at [Piktiv](#) (Since March 2017)

Project: Automatically classify and summarize emails from different service providers. (2 months)
(Python, Keras, Tensorflow, Pandas, Flask, Docker)

- Implemented a pipeline to transform json data into training data for the neural networks.
- Created a CNN based neural network, achieving >99% classification accuracy on the test set.
- Combined CNN and LSTM layers to achieve an F1 score of 0.95 on sentence level for summarization.
- Created an http server to easily deploy the algorithm in a docker container.

Project: Maintain and improve an affiliate program web application for a big forex broker (1,5 years)
(Java EE, Groovy, Gradle, Oracle SQL, HTML, LESS, Typescript, Windows, Linux, Docker)

- Automated the deployments to greatly decrease the failure rate and reduce time spent on deploys.
- Talked directly with the client's team to gather requirements and bug reports.
- Created a tool to generate SQL code, removing 500 lines of duplicated code.

UX Design Intern at [CityMeo](#) (March 2016 – September 2016)

Project: Analyze and improve the usability of a web application
(HTML, CSS, JavaScript, Python – Django, Linux, Axure)

- Created a prototype for a future version of the web application using Axure
 - Documented usability problems on the application with and corrected some of them directly.
 - Conducted interviews with around 15 end users to create 6 user personas.
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Personal projects

Reinforcement Learning (Since January 2018) – 300h

Using and implementing RL algorithms (Unity C#, Python, Tensorflow, Linux)

- Training AIs to play Slideball using [Unity Machine Learning Agents Toolkit](#).
- Implemented and trained an actor critic algorithm to solve Atari breakout in [Open AI gym](#)

Slideball (September 2016 – December 2017) – 450h

A multiplayer sports game (Unity C#, NodeJS)

- Implemented a networking architecture based on peer to peer and WebRTC.
 - Created a browser game that is easy to pick up and play with friends.
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Other

Hobbies: Video Games, Fitness, Improvisational Theatre, Climbing, Reinforcement Learning

Languages: French native, English highly proficient, Swedish basic

You can learn more about my personal projects on my portfolio website: lesphax.github.io/