LOUIS DE OLIVEIRA

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PROFILE

I am looking for a PhD student position in the field of Artificial Intelligence and Machine Learning. I am experienced in the domain of Computer Vision and Computer Graphics and have been working with PyTorch for more than 3 years. I also have experience working in research and working on scientific papers thanks to my time as a research engineer at Ubisoft.

SKILLS

Python	Advanced	PyTorch	Advanced
Java/C#	Intermediate	TensorFlow	Intermediate
c/c++	Intermediate	OpenCV	Advanced
CUDA	Basics	ROS	Intermediate

LANGUAGES

French ..... Native
English ..... C2 - IELTS : 8.5/9
Spanish B1

EDUCATION

CentraleSupélec ..... Aug 2020 - Jan 2024
MSc - Computer Science and Engineering *Paris*

CentraleSupélec is one of France's top engineering schools, part of **Université Paris-Saclay**.
Courses followed: Machine Learning, High Performance Computing, Software Engineering and Object-Oriented Programming, Optimization, Signal Processing, Learning on Graphs...

KTH Royal Institute of Technology ..... Aug 2022 - Jan 2024
MEng - Computer Science and Engineering *Stockholm*

KTH is Sweden's top engineering university, I was enrolled in a Double-degree programme affiliated to the Machine Learning master at KTH.
Courses followed: Reinforcement Learning, Computer Vision, Robotics, Deep Learning, Multi-Agent Systems...

EXPERIENCE

Research & Development Engineer ..... July 2023 - Apr 2024
Ubisoft La Forge *Bordeaux*

Ubisoft's R&D center in Bordeaux, researching **Real-Time 3D Neural Rendering**. I developed a neural architecture that enables continuous appearance of materials across scales (see [1]). I also worked on mesh-based Gaussian Splatting methods for real-time appearance modelling.
Technologies used: Pytorch, c++, HLSL, Hydra, Unreal Engine

Software Engineering Consultant ..... May 2022 - Oct 2022
Junior CentraleSupélec *Paris*

Design and implementation of a **Python** delivery-scheduling software using meta-heuristics and parallel-computing in order to generate schedules efficiently for a swimming pool shell manufacturer. Technologies used: Ray, Numpy

PUBLICATIONS

[1] Louis de Oliveira, Clément Weinreich, Antoine Houdard, and Georges Nader. Real-Time Neural Materials using Block-Compressed Features, October 2023. https://arxiv.org/abs/2311.16121, Computer Graphics Forum 2024.

PROJECTS

I also work on multiple projects on my spare time that can be accessed on my GitHub. These projects include Robotics, Reinforcement Learning, Deep Learning and GPU programming work.