

Marc Ducret

Master student in computer science and machine learning



EXPERIENCE

USC, Los Angeles, USA — *Academic internship*

March 2018 - August 2018

Developed a platform for large scale multi agent deep reinforcement and imitation learning in Minecraft. Designed learning environments and ran experiments, under Fei Sha's supervision.

CRIL, Lens, France — *Academic internship*

June 2017 - August 2017

Research about non-monotonic reasoning in OWL ontologies. Design, proof and implementation of a tableau algorithm for preferential ALC with Ivan Varzinczak.

Slimevoid, France — *Co-founder*

2011 - 2013

An unofficial organization about creating mods for Minecraft. Our "Little Blocks Mod" was downloaded over a million times.

EDUCATION

École Normale Supérieure, Paris, France

September 2016 - Present

Bachelor's degree in Computer Science (with 16.5/20 avg. grades). First year of Master's (with 17.4/20 avg. grades). I am now enrolled in the "MVA" (Mathematics Vision and Learning) master program.

Lycée du Parc, Lyon, France — *"Classes préparatoires"*

September 2014 - July 2016

Two intense years to prepare entry contests for prestigious schools. I spent my first year in "MPSI" and the second in "MP*".

Baccalauréat Science, Highest honors

June 2014

PROJECTS

Portfolio — vengeurk.github.io

Some of the projects I am the most proud of.

PERSONAL

Born in 1996
Located in Paris, 75004
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SKILLS

Programming since 2008 in various languages:
Java, Python, C#, C++, Rust, OCaml, Lisp...

Diverse technologies: **Unity, PyTorch, Tensorflow, OpenGL, Android.**

Fluent in **English** and French.

Computer understanding from CPUs' circuitry to compilation and OS development.

Theoretical science in **mathematics**, computer science and **physics**. In particular: **Machine Learning, Optimization, Neural Networks, Computer Vision.**

Usage of **LaTeX**.

AWARDS

"**Coupe de France de robotique**" junior
28th/61 — 2014

French national programming contest "**Prologin**"
4th/81 — 2013
11th/94 — 2017

"**Ludum Dare**" Game Jam
67th/3000 — Innovation — 2017

INTERESTS

Deep reinforcement learning and artificial intelligence in general, especially applied to games.

Game development from conceptual design to implementation.

Competitive or creative video games.

ESports and cinema.