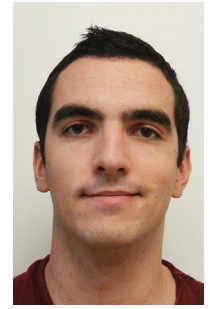


Marc Ducret

Software Engineer, Computer Scientist



EXPERIENCE

BlueCargo, Paris, France — *Industry Internship*

April 2019 – August 2019

Python, C# and Java

Simulation and optimization in container ports. Built simulation and visualisation tools to evaluate optimizations of port operations.

USC, Los Angeles, USA — *Academic Internship*

March 2018 – August 2018

Python and Java

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

Java

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

Java

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

EDUCATION

"MVA" Master, Paris, France

September 2018 – August 2019

"MVA" stands for Mathematics, Vision and Learning and is reputed master program in machine learning with a mathematical approach.

École Normale Supérieure, Paris, France

September 2016 – August 2019

Bachelor's degree in Computer Science (with 16.5/20 avg. grades). First year of Master's (with 17.4/20 avg. grades).

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, Villefontaine, France

June 2014

Highest honors, 20/20 in Mathematics, Physics and Engineering

PROJECTS

Portfolio — vengeurk.github.io

Some of the projects I am the most proud of.

PERSONAL

Born in 1996.

Located in Paris, 75004.

+33 6 05 35 84 00

marc.ducret@ens.fr

SKILLS

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

Diverse technologies: **Unity**, **OpenGL**, **TCP**, **PyTorch**, **Tensorflow**, **Keras**, **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: **Complexity**, **Cryptography**, **Compilation**, **Optimization**, **Machine Learning**, **Neural Networks**, **Computer Vision**.

Usage of **LaTeX**, **Blender**, **Photoshop**, **Premiere Pro**.

COMPETITIONS

"Coupe de France de robotique" junior

28th/61 — 2014

French national programming contest "**Prologim**"

4th/81 — 2013a

11th/94 — 2017

"**Ludum Dare**" Game Jam

67th/3000 — Innovation — 2017

225th/2500 — Overall — 2019

Google CodeJam

2nd round (top 4500) — 2019

INTERESTS

Game development from conceptual design to implementation.

3D Simulation and visualization tools. Rendering.

Deep Reinforcement Learning and artificial intelligence in general.

Competitive or creative video games.

ESports and cinema.