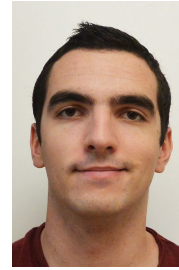


# Marc Ducret

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

A non profit 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

After a successful L3 and M1 in the best rated French school for research, I am 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\*".

## PROJECTS

### Portfolio — *vengeurk.github.io*

A compilation of the projects I am the most proud of.

## CONTACT

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## SKILLS

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

Fluent in English and French.

Computer understanding from CPUs' circuitry to OS development.

Theoretical science in mathematics, computer science and physics.

## 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.