

Marc Ducret

Experienced Software Engineer, Computer Scientist and Game Developer



EXPERIENCE

AyoLab, Paris, France — Backend Developer

September 2019 - Today Scala
Design, implementation and maintenance of micro-services.
Built systems to recognize products based on text and images on e-commerce websites.

BlueCargo, Paris, France — Industry Internship

April 2019 - August 2019 Python, C# and Java
Simulation and optimization in container ports. Built simulation and visualization tools to evaluate and design 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.

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.

PROJECTS

Portfolio — marc.ducret.io

Some of the projects I am the most proud of.

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

PERSONAL

Born in 1996.

Located in Paris, 75006.

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SKILLS

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

Diverse technologies: **Unity**, **OpenGL**, **TCP**, **PyTorch**, **Tensorflow**, **Kubernetes**, **Keras**, **Android**.

Clean code and efficient collaboration.

Fluent in English and French.

Computer understanding from CPUs' circuitry to compilation and OS development (with in-depth school projects).

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 "**Prologin**"

4th/81 — 2013

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.

Competitive or **creative** video games.

E-sports and **cinema**.