



MARC DUCRET

STUDENT IN COMPUTER SCIENCE | FRANCE
21 YEARS OLD | [PORTFOLIO](#)

INTRESTS

Deep reinforcement learning.
Game Development.
Approaching games with
Simplicity, **Elegance** and
Innovation in mind.

SKILLS

Many **programing** languages
(C, C++, C#, Javascript, PHP,
OCaml, Python...).
Vast experience in **Java**.
Decent **English**.
Understanding of a **computer**
from CPUs' circuitry to OS
development.
Theory of computer science
(cryptography, complexity,
machine learning...).
Knowledge in **mathematics**
and **physics**.

EXPERIENCE

ACADEMIC INTERSHIP • CRIL (LENS, FRANCE) • 2 MONTHS IN 2017
Research about non-monotonic reasoning in OWL ontologies.
Design, proof and implementation of a tableau algorithm for
preferential ALC with Ivan Varzinczak.

CO-FOUNDER • [SLIMEVOID](#) • 2011 - 2013
An amateur organization about creating mods for Minecraft. [Little
Blocks Mod](#) was downloaded over a million times.

ADMIN-DEVELOPER • [MINECRAFT-FR.NET](#) • 2010 – 2011
A non-profit organization providing a Minecraft server heavily
customized for “Role Play”. I was in charge of the modding.

EDUCATION

“CLASSES PREPARATOIRES” • 2014-2016 • LYCEE DU PARC (LYON)
Two intense years to prepare entry contests for prestigious schools.
I spent my first year in “MPSI” and the second in “MP*”.

**L3 COMPUTER SCIENCE • 2016-2017 • ECOLE NORMALE
SUPERIEURE (PARIS)**
After a successful L3 in the best rated French school for research, I
am now in M1 there.

PERSONAL PROJECTS

My hobby is creating games. Mostly alone, over the years I had
many, mostly unfinished, projects. Check out my [portfolio](#).



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