Curriculum Vitae

Mathias VILLERABEL   Year 2017-2018

00   Presentation

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Web site: www.VillerabelMathias.eu   English (Fluent)

01   Education

2016 to **2017**: Master's degree in Computer Science at Pierre-and-Marie-Curie University France.
- **Academical course :** *Machine learning, distributed agents, robotics, operational research, decision.*

2016: Bachelor of Science major in Computer Science at Pierre-and-Marie-Curie University France.

02   Projects

Wining strategies in a two players game : Awalee.
- *Recursive language: Scheme. Decisision tree, Alpha beta cut, machine learning.*

Modelling the user's behaviour in a menu.
- *Language: Python. HCI, Q-Learning, Markovian decision process.*

Course of map by several agents inspired by the game : «Hunt the Wumpus».
- *Language: Java. Communication, information exchange, deadlock, cooperative strategies.*

Solving the server deployment issue in a data center (Qualification round of the Google Hash Code 2015).
- *Language: Java. Greedy and genetics algorithms, stochastic gradient descent, linear programming.*

Statistical analysis of corpus, genome and Indexing of websites using Markov chains.
- *Language: Java. Language detection in corpus, mutation detection in DNA, markov chain for ranking website.*

03   Programming languages and Software

Languages :
- Java, Python *(proficient)*. C, C++, Shell *(fluent)*. Scilab, Prolog, Ocaml *(prior experience)*.

Logiciels & Divers
- Eclispse, Emacs, Rational Software Architect, GitHub, LateX, TCP/IP, MySQL, CSP.

04   Miscellaneous

- Seasonal employment: train attendant at IDTGV, luxury seller at Burberry in Printemps Haussmann.
- Administration and management of dedicated servers.
- Member at the Fab Lab of Pierre-and-Marie-Curie University.
Hobbies: reading, board games, science and technology news, travels.