

# Curriculum Vitae

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Mathias VILLERABEL

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## 00 Presentation

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Language : French (Mother tongue)  
English (Fluent)

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## 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.

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## 02 Projects

Winning strategies in a two players game : Awalee.

- *Recursive language: Scheme. Decision 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.*

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## 03 Programming languages and Software

Languages :

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

Logiciels & Divers

- Eclipse, Emacs, Rational Software Architect, GitHub, LaTeX, TCP/IP, MySQL, CSP.

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## 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.

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