

Alexandre MAZEL

Innovation Director
Creative Technologist



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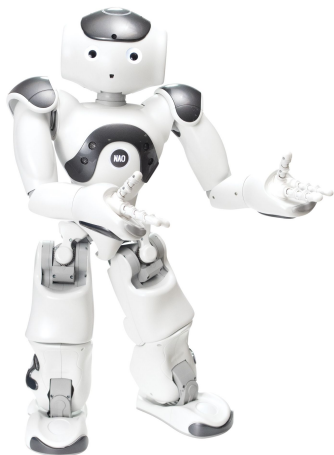
94270 Le Kremlin-Bicêtre - France

Skills

Innovation, research and field experimentation - human-robot interaction - multi-platform development
AI: computer vision, sound processing, learning, classification....

Energy - mutual respect and idea exchange - curiosity, brainstorming and problem solving -
commitment and self motivated - empathy, patience and diplomacy - calm under stress - happy and
optimist - humility generosity and pleasure to communicate share and teach.

Experiences



Aldebaran / SoftBank Robotics Europe

2015-now Innovation Director - Software and Experimentation

- Lead the software innovation team (2 managers, 5 researchers, 4 devs, 8 PhDs and interns)
- Participation to 15+ collaborative french and european research project
- 21 scientific publications (420 citations) and 3 patents

2008-2015 Behavior Architect

- development of the NAO SDK: NAOqi
- Strategic demonstration with NAO, Romeo and Pepper.
- AI development
- Prototype production (humanoid or not)
- Training, conference, events
- Video production & buzz (21M+ views)

Visiware

2004-2008 Producer

- Product and launch two new interactive channels
- Manage and/or develop 20+ casual multi-platform games on mobile, web and interactive TV



Masa Group (Mathématiques Appliqués SA) / Oiko Entertainment

1999-2004 Project Manager

- Conflict Zone - Real Time Strategy game edited by UbiSoft
 - AI development
 - Leader of the console port - sold to 100000+ copy in US
- Direct IA
 - Development of new features
 - Demonstration for Sony to become official middleware for Playstation



Education

1998-1999: DEA "IA et Reconnaiss. des Formes et Applications" - Paris VI ~post-graduate diploma in AI and applications

1996-1998: MST "Experts en système informatiques" - Paris VI ~Master Degree in Computer Systems Expert

1994-1996: DUT Analyste Programmeur - Paris V ~1.5 degree in Computer Science

Interests

Bike&Run - numeric production (music,photo,video) - programming - DIY with wood, mechatronics or loudspeaker.