

# Ruben Fiszel

Master student in Computer Science  
Minor in Financial Engineering

☎ (415) 570-4109  
✉ [ruben.fiszel@epfl.ch](mailto:ruben.fiszel@epfl.ch)  
🐙 [rubenfiszel](#)  
in [rubenfiszel](#)

---

## Education

- 2015 - 2017 **École Polytechnique Fédérale de Lausanne (EPFL)**, *Lausanne, Switzerland*.  
Master in Computer Science with a minor in Financial Engineering
- 2014-2015 **Johns Hopkins University (JHU)**, *Baltimore, USA*.  
Third and Last year of Bachelor: Study abroad
- 2012-2015 **École Polytechnique Fédérale de Lausanne (EPFL)**, *Lausanne, Switzerland*.  
Bachelor of Science in CS **Overall GPA: 5.16/6**

---

## Work Experience

- Summer 2016 **Skymind**, *San Francisco, US*.  
**Software Engineer Intern**  
Writing solely the Reinforcement Library rl4j ([github.com/deeplearning4j/rl4j](https://github.com/deeplearning4j/rl4j)). Implementing the state-of-the-art A3C reinforcement learning method and DQN on top of the deep learning framework deeplearning4j.
- Summer 2013 **Crossing-Tech**, *Lausanne, Switzerland*.  
**Software Engineer Intern**  
Building from scratch an interface in which the client can interact with the UI by writing directly in natural language. Developed in Scala language with the help of Grammatical Framework.

---

## Relevant Projects

- Spring 2016 **Semester project: Study of deep reinforcement learning methods and deep exploration.**  
Semester project at the Laboratory of Artificial Intelligence of EPFL
- 2014-2015 **Android game, Sole developer**, *Scala with libgdx*.  
Game inspired by Faster Than Light (FTL) with some real-time strategy (RTS) elements
- 2014 **Quizz application backend using the actor Framework Akka**, *Scala with Akka*.  
The stateful nature of a quizz was a perfect fit for the usage of an actor framework. The server was efficient and scalable to a high-volume of players
- 2014 **eShop armancerotceig.com**, *Python with Django*.
- 2012-2013 **Android Strategy Game**, *Scala with libgdx*, Not published.  
Turn-by-turn strategy game, inspired from Advance Wars for Nintendo GBA

---

## Skills

- Programming Scala, Java, Python, OCaml, Haskell, C/C++, Lisp, Perl, PHP, Matlab
- Languages Native French, Fluent English, Basic German
- Interests Strong interest in Statistics, Functionnal Programming, Artificial Intelligence, Machine Learning, NLP
- Programming HopHacks 2015 Google Code Jam: 2012, 2013 Helvetic Coding Contest (hc2): 2013
- Contests IEEEEXtreme Programming: 2013 (72nd Mondial Ranking) Prologin (french national programming contest): 2012, 2011
- Others Ski instructor, Vice-President of the European Association at JHU 2014-2015, Teaching Assistant in C++ at EPFL, Class president throughout all my years at EPFL.