

CHADY DIMACHKIE

Machine Learning Engineer (open to relocating or remote work)

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EXPERIENCE

Machine Learning Engineer

Ubisoft Entertainment

2019 – Current

Paris, France

- Work on a **fast and accurate semantic similarity engine** using a state-of-the-art **multilingual DistilBERT-based model** and **ANNG** search in **Python** and **Rust**
- Open-sourced** my **Rust implementation** of our NLP model for **real-time inference** and was a major contributor of **v0.3.0** of the **sentence-transformers** library
- Deployed our **microservice architecture** in production using **Kubernetes** and a complete stack of tools for **benchmarking, testing, monitoring, logging** and **reporting**
- Prototype** work on a **fast high-quality face swap** algorithm

Deep Learning Intern

Nvidia Corporation

2018 – 2019

SF Bay Area, US

- Work on **DLSS (Deep Learning Super Sampling)**, one of **Nvidia Turing's** major feature for **real-time anti-aliasing** and **upscaling** on latest **AAA video games**
- Work on other projects like **style transfer** for portraits with **autoencoders**, etc
- Participated in conferences like **GDC, GTC** and **SIGGRAPH**

Software Engineer Intern

ETIX Labs R&D

2016

Luxembourg, Luxembourg

- Development of a **smart CCTV** system for data-center monitoring

Software Engineer Intern

Robert BOSCH GmbH

2015

Saint-Ouen, France

- Development of a web-based **product trading platform** for internal use

PROJECTS

Sentence BERT, with Rust

- Efficient **Rust** implementation of the **Sentence BERT** NLP model for **real-time inference**

Real-Time Path Tracer, with CUDA/OpenGL in C++

- Leverages **CUDA/OpenGL** interop with support for **BRDF** with roughness, **volume raymarching**, **texturing**, **normal maps**, **triangle meshes**, etc

ArtFlow, a Google's Tilt Brush-like, web-based

- ArtFlow is a **VR 3D software**, in which you can **draw your own world** using **VR controllers**

Real-Time rendering Engine, with OpenGL/GLSL in C++

- Features microfacet-based lighting models like **Cook-Torrance** and **Oren-Nayar** for **Physically Based Rendering**, **Spherical Harmonics** lighting, **asynchronous texture streaming**, **shadow mapping**, **SSAO**, **adaptive LOD tessellation**, etc

EDUCATION

M.Sc. in Computer Science

EPITA

2013 - 2018

Paris, France

B.Sc. in Computer Science

Bahçeşehir Üniversitesi

2015

Istanbul, Turkey

SKILLS

Industry Knowledge

Machine Learning Neural Networks
Computer Vision NLP
Computer Graphics Rendering
Deployment

Operating Systems

Windows Linux

Programming Languages

Python Rust C++ C GLSL CUDA
JavaScript

APIs

Numpy PyTorch Keras OpenGL

Tools

Kubernetes Docker Visual Studio Vim
Jupyter Notebook

INTERESTS

Music Cinema Sports Video games
Travel

LANGUAGES

French

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English

TOEIC: 985/990

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Arabic

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Spanish

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