

PIERRE KREITMANN

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OBJECTIVE

Seeking a Research Project in AI or Data Mining.

EDUCATION

STANFORD UNIVERSITY: COLLEGE OF ENGINEERING

EXPECTED 03/12

Master of Science in Computer Science

GPA: 4.00 / 4.00

Concentration in Artificial Intelligence

Classes taken: Machine Learning, Robotics Lab, Human-Computer Interactions

Current classes: Mining Massive Datasets, Probabilistic Graphical Models, AI

ECOLE POLYTECHNIQUE, PARIS, FRANCE

05/10

“Diplôme d’ingénieur” (Master level) Major in Computer Science, Minor in Mathematics

GPA: 4.00 / 4.00

PROFESSIONAL AND ACADEMIC EXPERIENCE

RESEARCH IN ROBOTICS & MACHINE LEARNING

09/10 – 12/10

Graduate Researcher

- Developed Automatic Action Recognition in Video algorithm using learned features, achieved 27% accuracy over 12 actions
- Implemented Navigation and Simultaneous Localization and Mapping (SLAM) on an autonomous mobile robot in C++

DAMAS LAB, LAVAL UNIVERSITY

04/10 – 08/10

Research Assistant

- Created a benchmark in Java for state-of-the-art Bayesian methods for action planning under environment uncertainty
- Analyzed results and improved the Bayesian algorithm, increased rewards obtained by the agent by 25%

OTHER COMPUTER SCIENCE PROJECTS

09/08 – 03/10

- Designed and implemented in Java a model to simulate car traffic and common transportation usage in cities.
Used the model to determine optimal locations and size of urban tolls, and evaluate economic and environmental consequences
- Implemented in Java a fast exact nearest-neighbor search algorithm using a vantage-point tree structure. Improved speed by a factor 10 over base case.
Used the algorithm to find similar patches in images, to automatically generate textures and to fill holes in images.

PERSONAL EXPERIENCE

WEB DEVELOPMENT

07/09 – 08/09

- Created a web application that creates HTML forms easily, including input checking using regular expressions.
Available on helloyoo.com/forms
- Created the server in PHP to automatically generate new web pages for each new form
- Designed the HTML/Javascript client that allows visual editing of forms and retrieval of the data after publication

MOBILE DEVELOPMENT (WORK IN PROGRESS)

10/10 – present

- Currently working on a simple MMORPG for smartphones. Already designed and implemented the server using Java EE
- Next milestone: implementing the client for Android 2.1

SKILLS

- Proficient with Java, C++, Matlab, Javascript
- Prior experience in Python, PHP, C, OCAML
- French & German