

**Dylan**

**Bourgeois**

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@dtsbourg

## ROBOTICS

2<sup>nd</sup> year  
**masters**

**EPFL**  
Switzerland

## PUBLICATIONS

### WWW'18

**Journalism, Misinformation  
and Fact-Checking Track**

**Selection Bias in News  
Coverage: Learning it,  
Fighting it**

by *D. Bourgeois,  
J. Rappaz, K. Aberer*



**Tennis- competitive level**

**Music curation**

**Running**

**Film editing**

**Traveling-**

Asia, Europe, USA,  
looking forward to more

## and also

### Head of IT

Satellite, **EPFL**, 2016-2017

### Teaching Assistant

Applied Data Analysis, **EPFL**, 2017

### Lighting staff

Balélec Festival, **EPFL**, 2015-2017

**Music programmer** Underground  
Stage, Sat Rocks Festival, 2016

**Contributor** Signal for iOS

**Open Whisper Systems**, 2014

## did it Internships



### LHCb Trigger Group, CERN, Feb-Aug 2018

As an intern, developing machine learning methods which select interesting particle collisions in a processing-friendly way, using only low-level detector information.

### Robot Learning & Interaction group

**IDIAP**, Sept-Dec 2017

As part of a semester project, we were investigating partial joint control on a humanoid robot. This project was finalized by an AR interface based on Tango to control the Baxter robot.

### Distributed Information Systems Laboratory

**(LSIR), EPFL**, Feb-Jun 2017

As part of a semester project, we worked on identifying correlations in news coverage using Matrix Factorisation methods, usually used in recommender systems.

### Learning Algorithms and Systems

**Laboratory (LASA), EPFL**, Feb-Jun 2016

Studying failure detection, prediction and recovery for robots. Using the robot's internal and external sensors, were trying to determine (as far in advance as possible) when a robot task execution was about to fail.

### Institut de Robòtica i Informàtica industrial(IRI), UPC-Barcelona, Summer 2016

Extending a visual odometry framework to support inertial readings at a high frequency. This included verifying and implementing IMU preintegration on manifold methods developed by the RPG lab at ETH Zurich.

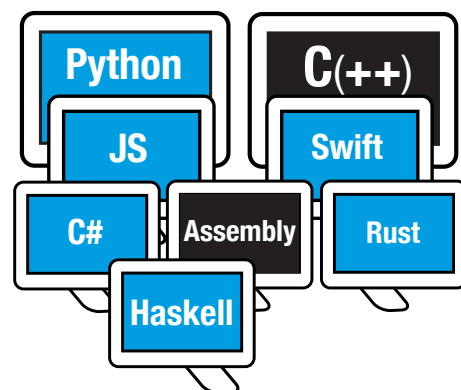
### Laboratory of Intelligent Systems, EPFL, Sept-Dec. 2015

Implemented a free-fall recovery algorithm for a quadcopter, allowing for emergency stabilization or throw recovery.

### Museum of Natural History, multi media department, NYC, Summer 2014

The Interactives department creates all the multimedia content and interaction software that accompanies the museum's exhibits. Technologies included VR, projections, iPad apps, and several innovative interactive systems.

## can do Programming



self taught



class work

## can do Software



Matlab  
Solidworks (CAD)  
Logisim (Digital Logic circuits)  
MPLabX  
Unity3D  
Sketch  
Gantt Project  
Git  
QGroundControl  
ROS  
Final Cut Pro X  
Sklearn + various ML frameworks  
Jupyter Notebooks

## Education

- 09/2016  
12/2018 Master of Science & Engineering /speciality Robotics + extra credits in Computational Neuroscience, EPFL
- 09/2012  
06/2016 Bachelor of Science & Engineering /speciality Microengineering, EPFL
- 06/2012 French Baccalaureate, Scientific specialization & advanced Mathematics

