

Kevin Godin-Dubois

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Education

2016-Present - Capitole University, Toulouse

PhD thesis, “*Environment driven speciation*”

Investigated how complexification of artificial creatures could be further enhanced by moving the control apparatus around the abiotic component of an ecosystem

2014-2016 - Paul Sabatier University, Toulouse

Master’s degree in Computer Science

Artificial intelligence: mathematical models and training methods

2011-2014 - Paul Sabatier University, Toulouse

Bachelor’s degree in Computer Science

Professional Experience

2016-Present - Teachings

- 2017 & 2018, Capitole University, Toulouse
 - L2 Course on Excel and Visual Basic for Applications
 - L2 Course on Algorithms and Visual Basic
- 2016 & 2017, Paul Sabatier University
 - L2 project monitoring on C programming

2016 - Internship IRIT, France

TOULOUSE RESEARCH INSTITUTE ON COMPUTER SCIENCE

“*Rule-based artificial embryogenesis in a complex 3D environment*”

Not summarized (yet)

2015 - Internship IRIT, France

“*Comparison of different evolutionary approaches, an application to the GECCO 2015 challenge*”

Performed a comparison of performance (accuracy, efficiency) between Artificial Neural Networks and Genetic Regulatory Networks on the 2015 GECCO temperature prediction challenge data

Publications and Conferences

- Kevin Godin-Dubois et al. “Self-sustainability Challenges of Plants Colonization Strategies in Virtual 3D Environments”. In: *Lecture Notes in Computer Science* 11454 (2019), to appear
- Poster presentation “Studying long term interactions between plants and their environment” at The 2018 Conference on Artificial Life
- Kevin Dubois et al. “Towards an Artificial Polytrophic Ecosystem”. In: *Morphogenetic Engineering Workshop, at the European Conference on Artificial Life (ECAL) 2017 September 4.* 2017

Miscellaneous

Spoken Languages

French (mother tongue)

English (fluent)

Progamming Languages

C++, C, L^AT_EX, gnuplot

Python, Octave/Matlab

Hobbies

Tabletop RPG

Reading (Carlton Mellick III, Science Fiction, Medieval)

Music (Metal, Classical, Hard Rock, OSTs)

Video games (Construction, Puzzle, RPG)

