### **Kevin Godin-Dubois**

A-Life researcher on cognition evolution

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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
- o 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 performance comparison (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)

#### Hobbies

Tabletop RPG

Reading (Carlton Mellick III, Science Fiction, Medieval)

Music (Metal, Classical, Hard Rock, OSTs)

Video games (Construction, Puzzle, RPG)

## Computing Skills

**♥** Languages C++

> C. Java Python

**LATEX** Office Software

**■** Redaction

**▲** Processing Gnuplot

Octave/Matlab

A Systems Linux Windows, Android



