Noé Jager

Montréal,QC Website:elnukakujo.github.io Mail:jager.noe@umontreal.ca Phone-number:+33695902502

EDUCATION (For more details, https://elnukakujo.github.io/#/education)

Master in Computer Science at University of Montréal September 2022 - Upcoming

- GPA: 2.9/4
- Relevant courses: Data Science, Machine Learning Fundamentals, Data Visualization, 3D Vision, Model-Based Software Engineering, and Empirical Methods in HCI

Bachelor of Computer Science at the University of Luxembourg September 2019 - July 2022

- GPA: 3.0/4
- Relevant courses: Web Development, Software Engineering, Networking and Communication, Cybersecurity 1 and 2, Human-Computer Interaction and User-Centered Design

Online Courses

- Game Design in Art and Concepts Specialization (Coursera - CalArts)
- Data Mining Specialization by the University of Illinois at Urbana-Champaign (Coursera)
- Deep Learning Specialization by Deeplearning.ai (Coursera)

PROJECTS (For more details, https://elnukakujo.github.io/#/projects)

Sign Language Recognition with Deep Neural Network using Basic TensorFlow August 2024

- Experimented multi-class classification using Tensorflow, Plotly, and OpenCV for classifying 24 letters of the American Sign Language.
- Practiced hyperparameter tuning, metrics, and data visualization and created basic NN architectures from low-level Tensorflow operations.

Clothing Classification Shallow Neural Network using NumPy August 2024

- Experimented with binary classification and multi-class classification architectures building them from scratch with NumPy operations in Python, reaching 97% accuracy for binary and 90% for 10 classes.

MovieSearchApp with React and .Net July 2024

- Designing a frontend application with React to browse actors, movies, and series, get recommendations, see what are the trends daily or weekly, and more.
- Designing a backend application with .Net requesting data from TMDB and preprocessing it for the use of the front end.

Analytics website for League of Legends data June 2024 - Upcoming

- Design of a backend application with .Net and the Riot API, a frontend application with React.
- Applying key software engineering methodologies for the definition and conformance to user's needs and requirements.

Soccer Data Analysis with SportsAI (https://sportsaiproject.onrender.com/) May - June 2024

- Team project involving creating visualization with Plotly Python using a very large dataset from the Euro 2020.
- Then use Dash and CSS to create a webpage.

Handwriting Recognition with Tensorflow September 2021 - January 2022

- Created a Convolutional Neural Network with TensorFlow to recognize different people's letters from the Roman alphabet with different handwriting.

Conversational Chatbot with TensorFlow February - July 2021

- Created a Recurrent Neural Network in Python with the TensorFlow library.
- Data extraction, cleaning, the definition of a model, its training, then the creation of the Chatbot interface.
- The model had 3 parts: encoding, Bahdanau attention, and decoding.

Q Learning for a drone in a simulated environment September 2020 - January 2021

- Trained a drone to navigate while avoiding obstacles in a simulated environment (airsim) using Python.
- Implemented Q-learning with a defined Q table and rewards.

SKILLS

- Programming Languages: Python, Swift, Java, C++, Javascript, SQL, HTML5/CSS, R, C#
- Frameworks: React, .Net, OpenCV, Plotly/Dash, Pandas, Tensorflow/Keras, Sklearn, OpenCV
- Technical Skills: Windows/Linux/WSL, command-line editors, Git, Unreal Engine 4/5, Docker Engine, Virtual Machine, Backend, Frontend, Data Management, Artificial Intelligence, Data Science
- Numerical Software: Mathematica
- IDEs: Visual Studio Code, Eclipse, IntelliJ, Jupyter Notebook, Google Collab, R Studio, MySQL, JetBrains