QUENTIN BOUNIOT

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https://qbouniot.github.io https://www.linkedin.com/in/quentin-bouniot/

EDUCATION

CEA-List / Université Jean-Monnet Saint-Étienne

2019-Present

PhD in Computer Science

Paris, France

Thesis: "Few-Shot Learning: Application to Object Detection

and Semantic Instance Segmentation",

Advisor: Prof. Amaury Habrard

CentraleSupélec 2015-2019

M.Sc in Computer Science Paris, France

Majoring in Robotics and AI

Université de Lorraine 2018-2019

M.Sc in Computer Science Nancy, France

Majoring in Machine Learning, Vision and Robotics

Higher School Preparatory Classes

2013-2015

Section Mathematics and Physics

Bordeaux, France

Intensive preparatory course for national competitive exams to the grandes écoles.

Baccalauréat 2013

Tahiti, French Polynesia Major in Mathematics

High Honors

WORK EXPERIENCE

SmartBuild Asia

CEA List April - September 2019

AI Research Intern Paris. France

Studying the impact of adversarial examples on person re-identification systems. Improving the robustness of person re-identification systems using deep learning.

Data Scientist Intern

February - August 2018 Kuala Lumpur, Malaysia

Automatic gathering of online complex data and matching with existing information. Matching millions of unstructured sentences in both Malay and English to the construction project they

Summarization of web pages in a few sentences with high accuracy.

Orange France July 2017 - January 2018

Intern in the Department of Cognitive Computer Science

Paris, France

Development of tools for Conversational Agents

Architecture development for conversational agents that support collaborative learning.

Algorithms and complexity

Teaching Assistant, CentraleSupélec

2020-Present Paris, France

PUBLICATIONS

Conference Proceedings

- · Quentin Bouniot, Romaric Audigier, Angélique Loesch. "Optimal Transport as a Defense Against Adversarial Attacks." In *International Conference on Pattern Recognition (ICPR)*, 2020.
- Quentin Bouniot, Romaric Audigier, Angélique Loesch. "Vulnerability and Defense of Person Re-Identification Models to Adversarial Attacks." In IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR) Workshops, 2020. (DeepMind Travel Award.)

Workshops

· Quentin Bouniot, Ievgen Redko, Romaric Audigier, Angélique Loesch, Amaury Habrard. "Putting Theory to Work: From Learning Bounds to Meta-Learning Algorithms." In NeurIPS Workshop on Meta-Learning (MetaLearn), 2020.

MANUSCRIPTS

 Quentin Bouniot, Ievgen Redko, Romaric Audigier, Angélique Loesch, Yevhenii Zotkin, Amaury Habrard. "Towards Better Understanding Meta-learning Methods through Multi-task Representation Learning Theory." arXiv preprint arXiv:2010.01992, 2020. https://arxiv.org/abs/2010. 01992

PROFESSIONAL SERVICES

Peer Review

- · NeurIPS Workshop on Meta-Learning (MetaLearn), 2020
- · International Conference on Artificial Intelligence and Statistics (AISTATS), 2021
- · International Conference on Machine Learning (ICML), 2021
- · Neural Information Processing Systems (NeurIPS), 2021
- · IEEE Transactions on Pattern Analysis and Machine Intelligence (TPAMI), Special Issue on Learning with Fewer Labels in Computer Vision, 2021

INVITED TALKS

DataIA Workshop "Safety & AI"

23th September 2020

CentraleSupélec

Paris, France

Presentation of our published work on adversarial attacks against Person Re-Identification systems and their defenses.

TECHNICAL SKILLS

Computer Languages Machine Learning Systems Python, C++, Matlab, Java, Javascript Pytorch, Keras, Tensorflow, Scikit-Learn Unix, Windows, SQL, Git, Vim

LANGUAGES

French Native Language

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m C1}$ - Centrale Supélec TOEFL ITP : 610/677English

Japanese A2

VOLUNTARY SERVICES

Supélec Rézo 2015 - 2017

Executive Board member

Paris, France

Management and maintenance of the IT and network infrastructure of the CentraleSupélec campus (1000 users). Administrator of several servers.

CentraleSupélec Gaming club

2015 - 2017

President

Paris, France

Manage and promote video-games events on the campus.

Student Gaming Network

2015 - 2017

Member

Paris, France

Federation of French students' associations of eSport.

Organize every year the Student Gaming League, an eSport tournament for students.