website: rousselet.se

Gustave Rousselet

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Education

San Luis Obispo, CA	California Polytechnic State University	Exchange Year 2018/19

- **Major:** Computer Science **Minor:** Data Science
- **Favorite coursework:** Advanced Topics in Data Science, Computational Intelligence
- **GPA:** 3.8/4

Stockholm, Sweden	KTH Royal Institute of Technology	August 2016-June 2021

- BSc in **Computer Science and Engineering** & MSc in **Machine Learning**
- **Favorite Coursework:** Algorithms Data Structures and Complexity, Machine Learning, Programming Paradigms, Artificial Neural Networks and Deep Learning, Large Scale Software Engineering.
- **GPA:** 4.9/5
- Finished 3 years in 2 by studying at an accelerated pace while retaining top academic performance.

Relevant Work Experience

Consultant	QTE Development	2019-

- Working closely with clients to strategise and implement their software needs. Anything from software engineering to machine learning.
- **Technologies:** Java (Spring), Clojure, Golang, Python

Data Scientist	Nordnet Bank	2017-2018

- Worked in a cross-disciplinary team using machine learning tools to improve customer experience. Built a recurrent neural network model and production environment to predict customer behaviour. Lead to a 20% uplift for low-activity customers.
- **Technologies:** Jupyter Notebooks, Keras, TensorFlow, Python, Kotlin, Apache Airflow.

Software Engineer	Glue	2016-2017

- Worked in a development team of 8 people developing mobile applications and backend services.
- **Technologies:** Java, Swift, Objective C, JavaScript, C#, Python.

Technical Experience

- **Computer Vision Model for Wildfire Research (2019)** Built a convolutional neural network model using TensorFlow to classify the burn severity of human structures using post-wildfire aerial imagery. Also worked heavily with data engineering and cloud computing.
- **Machine Learning Flappy Bird (2017)** Built a machine learning version of Flappy Bird in Python using NumPy and TensorFlow to train a deep neural network. Implemented reinforcement learning by studying game mechanics to learn from previous data. Easily beat my high score.
- **Junction Hackathon Winner (2016)** Won the Intelligent Buildings track at Europe's biggest hackathon.

Languages and Technologies

- Git, Python, Clojure, C++, GoLang, Scala, Spark, Kotlin, Java, React, TensorFlow, PyTorch, Keras, SQL