website: rousselet.se

Gustave Rousselet

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Education

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.

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

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