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
- **Coursework:** Advanced Topics in Data Science, Artificial Intelligence, Computational Intelligence
- **GPA:** 3.8/4

Stockholm, Sweden **KTH Royal Institute of Technology** **August 2016-June 2020**

- BSc in **Computer Science and Engineering** & MSc in **Machine Learning**
- **Favorite Coursework:** Machine Learning, Regression Analysis, Linear Algebra, Probability Theory and Statistics, Algorithms and Data Structures.
- GPA: 4.9/5

Relevant Work Experience

Data Scientist **Nordnet Bank, Stockholm Sweden** **December 2017-August 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, Stockholm Sweden** **December 2016-November 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

Projects

- **Computer Vision Model Wildfire Research (2019)** Built a convolutional neural network model using TensorFlow to classify the burn severity of human structures using post-wildfire aerial imagery.
- **GLM Regression Model for Insurance Risk (2018)** Built a GLM model in R for pricing insurances of tractors for the insurance company If as a part of my course in Regression Analysis. Learned how to tune model parameters and analyse grouping techniques. Performed in the top 10 out of a class of 200 Masters students.
- **Machine Learning Flappy Bird (2017)** Built a machine learning version of Flappy Bird in Python using NumPy and TensorFlow. Used game to generate input/output then trained a deep neural network to play autonomously. Eventually beat my high score of 42, easily getting past 100.
- **Junction Hackathon Winner (2016)** Won the Intelligent Buildings track at Europe's biggest hackathon.

Languages and Technologies

- Git, Python, C++, Kotlin, Java, TensorFlow, Keras, SQL, R, GoLang, Scala