GEBRAN Hanady

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Portfolio: https://hanadyg.github.io/portfolio/

EDUCATION

Master of Science - Informatics

Technische Universität München

2021 - present

Munich, Germany

• Machine Learning and Analytics major, Algorithmics and Software minors.

Engineering degree (Master of science)

École polytechnique (I'X)

2018 - 2022

Palaiseau, France

• Computer Science major and Applied Mathematics minor.

Intensive scientific training for competitive entry to top-tier engineering schools

École supérieure d'ingénieurs de Beyrouth (ESIB)

2016 - 2018

♀ Beirut, Lebanon

• Ranked 1st at École polytechnique's internationnal entry exam.

EXPERIENCE

6-month quantum AI research internship

Fraunhofer IKS

Munich, Germany

• Working on a quantum convolutional neural network.

5-month cognitive AI research internship

Télécom Paris

Mar. 2021 - Aug. 2021

Palaiseau, France

 Build a model that generated clustering and relevant descriptions as a cognitive process to exploit human reasoning based on Kolmogorov complexity and contrast.

3-month AI development internship

Fuiitsu

🛗 Jun. 2020 - Aug. 2020

Palaiseau, France

• Designed operators for airflow pipeline.

7-month internship

Main à la pâte organization

🗎 Sep. 2018 - Mar. 2019

Montreuil, France

• Intervened in 50 classes for about 7 hours per class on scientific thematics and hosted a science fair for 200 people.

ASSOCIATIVE WORK

7-month volunteering (1h/week)

SNL/SNC

feb. 2021 - Aug. 2021

Palaiseau, France

• Taught lessons for job-seeking adults in France.

1-year volunteering (3h/week)

Association Fibonacci

🗎 Sept. 2018 - Aug. 2019

♥ Montreuil, France

• Provided lessons and activities for underprivileged children.

2-year membership

ESIB's Social Club academic team

🛗 Sept. 2016 - June 2018

♥ Beirut, Lebanon

 Taught voluntarily to students entering ESIB during intensive summer sessions.

PROJECTS

- Theoretical mathematics IDP (2022): Infinitely wide transformer networks and their Laplace operators.
- Meta freelance mission (2022): Mathematical statements in LEAN.
- Spiking neural networks RL project (2022): Reaching task with reinforcement learning in the Neurorobotics Platform.
- Delivery system software project (2022).
- Reinforcement learning project (2021): Tower defense game development and implementation of self-supervized reinforcement learning agents.
- Decision theory project (2021): Multi-criteria choice of energy production and its apportionment across renewable energy sources in Europe.
- ARTGAN (2020): Artwork synthesis with conditional categorical gans.
- Artificial intelligence project nominated for the best 2nd year scientific project (2020): Game Theory and Machine Learning for Hanabi.
- Polytechnique hackathon 2nd prize winning algorithm (2019): Xview2 algorithm highlighting buildings on aerial images.

SKILLS

- Programming languages: Python, Java, C++, R, Ampl, Lean.
- DevOps: Docker, CI/CD, Git.
- Data: SQL, MongoDB, Spark.
- Data Science and Machine Learning: PyTorch, TensorFlow, Scikit-learn, Keras, Pandas.
- Quantum computing: Qiskit, Pennylane.
- Robotics: Gazebo, Neurorobotics Platform.
- · Cloud: AWS.

LANGUAGES

• French: Native (C2)

• Arabic: Native (C2)

• English: Fluent (C1+)

• German: Lower intermediate (B1)

INTERESTS & ACTIVITIES

- Opera: Took two courses, followed a seminar and attended over 20 performances.
- Cognitive science: Joined local labs for experiments and occasionally attended conferences.
- Manga: Particularly fond of the isekai genre and Hunter × Hunter.
- Cooking: Learning the essentials of French and Oriental pastry.