

Yann N. Dauphin

CONTACT INFORMATION	<i>Mobile:</i> (514) 445 6297 <i>E-mail:</i> dauphiya@iro.umontreal.ca <i>WWW:</i> npcontemplation.blogspot.com
OBJECTIVE	I am interested in the development and application of machine learning algorithms that can learn mostly from unlabeled data.
RESEARCH INTERESTS	Unsupervised learning, deep learning, auto-encoders, boltzmann machines, natural language processing, computer vision
EDUCATION	Université de Montréal , Montréal, Québec Canada M.S., Computer Science, August 2010 to present <ul style="list-style-type: none">• Adviser: Professor Yoshua Bengio• Area of Study: Machine Learning I'm investigating deep learning algorithms for large-scale computer vision and natural language processing. École Polytechnique de Montréal , Montréal, Québec Canada B. Eng., Computer Engineering, August 2006 to June 2010 Gained an intimate understanding of modern computer architectures.
PUBLICATIONS	Y. Dauphin, X. Glorot, Y. Bengio. Large-Scale Learning of Embeddings with Reconstruction Sampling. In: <i>Proceedings of the 28th International Conference on Machine Learning (ICML 2011)</i> . S. Rifai, G. Mesnil, P. Vincent, X. Muller, Y. Bengio, Y. Dauphin, X. Glorot. Higher Order Contractive Auto-Encoder. In: <i>Proceedings of the European Conference on Machine Learning (ECML 2011)</i> . G. Mesnil, Y. Dauphin, X. Glorot, S. Rifai, Y. Bengio, et al. Unsupervised and Transfer Learning Challenge: a Deep Learning approach. In: <i>Journal of Machine Learning Workshop and Conference Papers (JMLR W&CP 2011)</i> .
TEACHING EXPERIENCE	École Polytechnique de Montréal , Montréal, Québec Canada <i>Teaching Assistant</i> September 2007 to September 2009 <ul style="list-style-type: none">• Lab Instructor for INF 1995: Computer Engineering Project I<ul style="list-style-type: none">• Autumn 2007, Autumn 2009• Responsible for supervision and grading of 3 hour laboratory where first-year undergraduate students build and program a robot.• Lab Instructor for INF 1600: Architecture of micro-computers<ul style="list-style-type: none">• Autumn 2009• Responsible for writing, supervision and grading of 3 hour laboratory where first-year undergraduate students learn about the design of micro-processors and the assembly language.• Assistant Lab Instructor for INF 2990: Computer Engineering Project II<ul style="list-style-type: none">• Autumn 2008• Responsible for 3 hour laboratory where sophomore undergraduate students learn how to make a 3D game.

PROFESSIONAL EXPERIENCE	<p>Ericsson, Montréal, Québec Canada <i>R&D Intern for developer tools</i> May 2009 to August 2009</p> <ul style="list-style-type: none"> • Part of a team to integrate the Linux Trace Toolkit into the Eclipse IDE. • Designed an implemented part of the user interface. • Designed an automatic test suite for the user interface. <p>Soltic, Montréal, Québec Canada <i>Developer and Founding Member</i> January 2009 to December 2009</p> <ul style="list-style-type: none"> • Development of a screen-based information diffusion system. • Sold license to Collège Regina Assumpta. <p>Lambda Tree Media, Montréal, Québec Canada <i>Co-Founder</i> May 2008 to January 2009</p> <ul style="list-style-type: none"> • We wanted to make a good dating site for people in their forties. • Design and implementation of the website. <p>VerkkoStadi Technologies, Montréal, Québec Canada <i>Developer for handwriting recognition system</i> May 2007 to August 2007</p> <ul style="list-style-type: none"> • Designed and implemented an handwriting recognition system using convolutional networks.
SERVICE	<p>Contributor to several open-source software projects, including:</p> <ul style="list-style-type: none"> • GNU CLisp, one of the top Lisp compilers • JGAP, a popular library for implementing Genetic Algorithms • SWTBot, a UI testing tool <p>Computer Science Games, 2010</p> <ul style="list-style-type: none"> • Vice-President in charge of competitions for this annual north-american computer science competition. • Budget of over 50 000\$ with over 300 participants.
HARDWARE AND SOFTWARE SKILLS	<p>Computer Programming:</p> <ul style="list-style-type: none"> • C, C++, Python, Java, Assembly (x86), Scheme, JavaScript, Lisp, GNU make, SQL and others <p>Analog and Digital Electronics:</p> <ul style="list-style-type: none"> • Implementation of digital circuits on FPGA. • Design and building of analog circuits (e.g., filters). • Computer-Aided Design Tools: Cadence OrCAD, SPICE, Xilinx Studio <p>Embedded and Real-time Systems:</p> <ul style="list-style-type: none"> • Programming micro-controllers (e.g., Atmel ATmega 16) • Programming for the embedded and real-time μ-C operating system. <p>Information/Internet Technology:</p> <ul style="list-style-type: none"> • Networking (UDP, TCP), Services (Apache, MySQL, Nginx) • Design and implementation of web sites <p>Operating Systems:</p> <ul style="list-style-type: none"> • Apple OS X, Linux, Microsoft Windows
REFERENCES AVAILABLE TO CONTACT	<p>Dr. Yoshua Bengio (e-mail: yoshua.bengio@umontreal.ca; phone: (514) 343 6804)</p> <ul style="list-style-type: none"> • Professor, Département d'informatique et de recherche opérationnelle, Université de Montréal <p>◇ P.O. Box 6128, Centre-Ville Branch Montréal (QC), H3C 3J7, Canada</p> <p>★ <i>Dr. Bengio was my graduate adviser.</i></p>