Jérôme Parent-Lévesque

Greater Montreal Area, Quebec, Canada 514-884-9888 | <u>jeromepl.com</u> https://www.linkedin.com/in/jeromepl/Languages: French, English

EDUCATION

Université de Montréal

Montreal, QC

Computer Science Master's under Professor Aaron Courville at the MILA Lab

2019-

McGill University

Montreal, QC

Honours Electrical Engineering Bachelor's

2015-2018

- CGPA: 3.94/4.00
- Scholarships: Brodeur-Drummond Scholarship, Christie Steinmetz Award, Faculty of Engineering Scholarship, John Green Memorial Award, Erim Kumbaracibasi Bursary Fund, John Howard Ambrose Scholarship

EXPERIENCE

Amazon Vancouver, BC

Software Development Engineer Intern

May 2018 - July 2018

- Improved robustness of large scale workflows for generating CSV reports to sellers on the AWS Marketplace platform
- Upgraded project dependencies to use AWS cloud services such as SQS and SNS and migrated from Java Swing to Guice

Vigilant – a DRW company

Montreal, QC

Full Stack Web Developer Intern (Full Time)

May 2017 - August 2017

- · Created a web application from the ground up to manage financial data and to replace many outdated company tools
- Used technologies such as Node.js, Angular and TypeScript. Optimized the application for large data volumes
- In an Agile environment, stayed in communication with end users to adapt the application to their evolving needs

Digital Distributed Music Archives and Libraries Lab

McGill University, Montreal, QC

Software Developer / Research Assistant (Full Time)

May 2016 - Aug. 2016

- Continued development of the https://cantus.simssa.ca website with Backbone and Django
- Helped develop the initial release of https://musiclibs.net with React.js and Django
- Continued development and released version 5.0 of http://ddmal.github.io/diva.js/

PROJECTS

All my software projects can be found on my GitHub account: https://github.com/jeromepl

• Deep Physics-Based Character Locomotion (Honours Thesis Project)

(In Progress) Final engineering project, supervised by Derek Nowrouzezahrai. Research project attempting to improve upon state-of-the-art techniques for autonomous locomotion of biped characters in physics-based environments through reinforcement learning.

ENorm Reproducibility

github.com/jeromepl/enorm-reproducibility

Reproducibility study done on the ICLR 2019 paper "Equi-Normalization of Neural Networks". PyTorch implementation of a novel weight normalization technique. Submitted to the ICLR 2019 reproducibility challenge.

Binge
https://kartoshka.github.io/Binge/

Binge is a TV show suggestion engine. It allows you to rate shows, get smart suggestions and save them for later. Our team of 3 won 1st place for this project at the 2016 McGill Code.jam() competition.

HACKATHON DISTINCTIONS

- 1st place Code.jam() 2016
- 1st place Code.jam() 2015
- 1st place MSFT3C (McGill) 2017

- 1st place McHacks 2016,
- 3rd place HackSherbrooke 2015
- Top 8 at ConUHacks 2016