Joel Ponte

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EDUCATION

ENSIMAG, Grenoble - France	10/2017 - 07/2018
Master of Science in Informatics; Data Science track; Score: 15/20	
Cornell University, Ithaca - United States Master of Engineering in Engineering Physics; GPA: 3.37	08/2014 - 05/2015
The University of British Columbia, Vancouver - Canada Non-degree international student; Physics	09/2012 - 08/2013
Universidade Federal do Ceará, Fortaleza - Brazil Bachelor of Science in Physics; Score: 87%	02/2010 - 07/2014

EXPERIENCE

Data Analysis, Modelling and Machine Learning Group, Grenoble - France

02/2018 - 07/2018

Master of Science Intern

Developed machine learning models in Python to automatically rank labels for phrases from biotechnology reports. Worked with supervised learning, semi-supervised learning, NLP and label ranking. In partnership with Atos.

Pin People, São Paulo - Brazil

05/2017 - 09/2017

Freelance Data Scientist

Developed machine learning models in R to predict performance of job candidates using employees' data for a leading company in the beverage industry. The proposed model outperformed the previous model in production.

Ernst & Young, São Paulo - Brazil

10/2016 - 04/2017

Advanced Analytics Consultant

- Developed machine learning models in R and SAS for telecommunications, agriculture and steel companies.
- Worked as the machine learning expert in a pilot project that resulted in a renewed contract.
- Managed other consultants for data wrangling and data collection tasks.
- Developed a script to scrape data from the web and saved 50 hours of work for other consultants.

Pin People, São Paulo - Brazil

03/2016 - 10/2016

Data Scientist

- Developed machine learning models in R and Python to predict cultural fit between job seekers and companies.
- Increased accuracy by 20% and eliminated the need to manually annotate new data for new clients.
- Used Shiny to create dashboards for a client and apps to speed up data annotation.

Multiple Research Groups, Brazil, Canada and USA

Research Intern

Multiple research projects during B.S. and M.Eng. degrees. The topics were Percolation Theory, Evolutionary Game Theory and computer simulations of nanostructured solar cells. Developed in C and MATLAB.

SKILLS

- Tools: Python, R, Jupyter and exposure to Tensorflow, Keras, SQL, Spark, Scala, SAS Guide and SAS Miner.
- Data Visualisation: ggplot2, shiny and exposure to D3.js, Plotly, Highcharter, Seaborn, Bokeh and Tableau.
- Other computer skills: C, MATLAB, HTML, CSS, Microsoft Office, Linux.
- Languages: Portuguese (native), English (fluent) and some knowledge of Spanish and French.
- Selected coursework: Several MOOCs, Machine Learning Fundamentals, Fundamentals of Probabilistic Data Mining, Advanced Learning Models, Advanced Algorithms for Machine Learning and Data Mining, Time Series Analysis, Convex and Distributed Optimization, Large Scale Data Management.

PROJECTS

• Machine Learning Competitions

- 6th out of 845 teams: EYC3 competition. Predicted speed, power and cadence for cyclists.
- 13th out of 128 teams: Data Science Game 2018 online qualifiers. Predicted interest of bank customers to bonds.
- 1st out of 28 teams: ENSIMAG in-class competition. Predicted DNA sequence binding.
- Spotify Shiny dashboard: interactive dashboard that connects to Spotify's API and provides machine learning-powered playlist recommendation and data visualization.
- Facebook friends network visualization and clustering: scraped information from Facebook to create a graph of mutual friendship, clusterize friends and visualise them using D3.js.
- Other projects can be found on my Github.