JOEY DAVID

AI Student, Developer

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Background

As an international student with roots in France and the US, I combine rigorous academic training with practical experience building intelligent systems. I'm strongly committed to pushing the boundaries of what AI can achieve.

Education

M.Sc. in Artificial Intelligence — **Sep. 2024 – June 2026**
Université Claude Bernard — *Lyon, France*

CPGE / B.Sc. in Computer Science — **Sep. 2020 – April 2024**
Université Claude Bernard / Oregon State University — *With Honors – Lyon, France / Corvallis, USA*

American OIB Scientific Baccalaureate — **Sep. 2017 – June 2020**
Cité Scolaire Internationale de Lyon — *With Honors – Lyon, France*

Professional Experience

Fullstack Developer - Intern | *Sopra Steria* — **April 2024 - July 2024**

- Complete design and implementation of a **CV analysis model** based on **natural language processing**.
- Development in **Java**, **Spring**, and **React** of various features, 100% of which implemented in the *Operation* application, used by *Storengy* to manage France's gas network.

Information Systems Technician | *Hôpitaux Nord Ouest* — **June 2023 - August 2023**

- Actively participated in the maintenance and improvement of the information systems infrastructure of more than 10 hospitals and care centers, managed by the *Hôpitaux Nord Ouest*.

Projects

chatbrain.chat | **Python, Pytorch, Ultralytics** — **September 2024 – Ongoing**

- Developed an application allowing for advanced conversation analysis from multiple sources (e.g., direct text input, logs, screenshots, voice messages). Integrated local analytics with an LLM pipeline for detailed insights.
- Implemented a custom fine-tuned YOLO detector to label chat boxes in screenshots for OCR transcription, leading to an inference time of $< 200ms/image$ with $\geq 95\%$ **accuracy**.

Neural Network, From Scratch | **Python, Numpy** — **July 2024 – August 2024**

- Implemented a **pure Numpy neural network** achieving multi-class classification across **51 character classes**.
- Engineered efficient mini-batch processing with automated hyperparameter tuning suite.

Staresiod | **C++, SDL2** — **Oct. 2022 – Dec. 2022**

- Asteroids-inspired game with graphical rendering via SDL2. Recognized as the **year's best project** by the grading T.A.

Skills

Technologies/Frameworks: Supervised and Unsupervised Learning, Natural Language Processing, Neural Networks, Finetuning, Computer Vision.
Languages: C++, Python, Pytorch, Java, JavaScript, Typescript, SQL, MongoDB
Tools/Interfaces: HuggingFace, UNIX/Linux, Git, CI/CD, HTTP, TCP/IP, REST, Spring

Soft Skills

Languages: English (Native), French (Native), Japanese (Intermediate)
Communication: Openness, Leadership, Proactive team worker, Interpersonal intelligence
Others: Ingenuity, Problem-solving, Perseverance, Resilience

Interests

Hobbies: Long-distance Hiking, Skiing, Calisthenics, Philosophy, Languages, Chess.
Volunteering :
- Contributed to the deployment of an HIV screening campaign for vulnerable populations. (2021)
- Led an initiative to provide food and water to the homeless of Corvallis (Oregon) during winter. (2023)