JULIEN DENIZE

SOFTWARE AND MACHINE LEARNING ENGINEER

CONTACT

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5 Route de Saclay 91120 Palaiseau, France

SKILLS

Software Engineering / DevOps

Machine Learning

PyTorch, Scikit-Learn, TensorFlow, Transformers

MLOps

Git, Kubernetes, Docker, MLFlow, Slurm

Languages

Python, Bash, JavaScript, SQL, Java, C

Soft skills

Problem solver Communication Teamwork Autonomy

EDUCATION

PhD in Computer Science

CEA List, INSA Rouen

2020-2023

Machine Learning and Computer Vision

Master of Engineering in Computer Science

Télécom SudParis

2017-2020

Major in Artifical Intelligence Minor in Software Engineering

LANGUAGES

Native french Full professional English Elementary Spanish and German

WORK EXPERIENCE

Machine Learning Engineer CEA List

February 2024-Palaiseau, France

Technical leader of a MLOps stack for an R&D department of 80 people:

- Data ingestion, versioning and processing for Computer Vision and NLP.
- **Distributed training** on SLURM and Kubernetes clusters to enhance scalability and performance.
- Model registry via MLFlow and testing to ensure model reliability.
- Local deployment of models.
- Job orchestration to optimize resources usage.

Developer on multiple projects to scale proof of concepts:

- a security system based on multi-modal data thanks to VLMs and LLMs
- a platform to train transformers, and evaluate and monitor the performance cost of quantization and modifying the architecture for on-edge applications.

Open-source contributor:

- Torchaug: efficient batched and on-GPU data augmentations.
- Pixano: multi-modal data exploration and annotation tool empowered by Al.

Advisor for the computing clusters to estimate needs **GPUs, CPUs** and **storage** with limited budget but high-performance needs.

PyTorch, Kubernetes, MLFlow, Transformers, Slurm, Hydra, SQL, TypedScript, CI/CD, GitHub Actions

ML Researcher - PhD Candidate

December 2020-December 2023 Palaiseau, France

Thesis: Self-supervised representation learning for image and video analysis Research and Development:

- Published new state-of-the-art deep learning methods in international conferences and journals.
- Developed **open source libraries** in PyTorch available on my GitHub:
 - Eztorch: efficient pretraining and fine-tuning of CNNs and Transformers.
 - Torchaug: efficient batched and on-GPU data augmentations.
- Optimized parallelized code to run distributed deep learning experiments on clusters managed by Slurm and Kubernetes.
- Participated in the international action spotting challenge SoccerNet2023 and finished 5th out of 12 teams.

Teaching:

- Designed and taught a course on the basics of deep learning (computer vision, NLP, generative models) for the BDMA Master at CentraleSupélec.
- Trained my service of around 80 people on how to effectively use the FactoryIA HPC cluster to accelerate deep learning experiments.

Management

- Supervised two six-month internships of MSc students.
- Member of the living committee to maintain a healthy working environment.
- PyTorch, TensorFlow, Hydra, Slurm, Kubernetes, CI/CD, GitHub Actions

ML Research Intern

CEA List

March-September 2020 Palaiseau, France

People re-identification and cross-domain adaptation via generative models

- Implemented state-of-the-art deep learning methods to perform cross-domain person re-identification.
- Proposed a new state-of-the-art competitive approach using Generative Adversarial Networks and pseudo-labeling.
- PyTorch, Slurm

Data Scientist Intern

June - September 2019 Regensburg, Germany

Continental

- Analyzed and visualized manufacturing data in collaboration with experts from Industry 4.0 factories using AWS (EC2, Kibana, Elastic Search).
- Implemented machine learning algorithms to detect manufacturing anomalies and predict maintenance.
- Keras, Numpy, Scikit-Learn, Pandas, AWS