

# JULIEN HARBULOT

DATA SCIENTIST  
SOFTWARE ENGINEER

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## EDUCATION

### École Polytechnique Fédérale de Lausanne (EPFL)

Sept 2014 – Aug 2020

- **M.Sc in Data Science:** machine-learning 5.5/6, deep-learning 5.5/6, applied data analysis 5.5/6, ...
- **B.Sc in Computer Science:** compilers 6/6, software engineering 5.75/6, functional programming 6/6, ...
- **Propaedeutic in Mathematics:** advanced linear algebra 6/6, metric spaces 6/6, discrete maths 5/6, ...
- Also completed france-IOI.org training on olympiads' level competitive programming and algorithms.

## AWARDS

- **(2019) EPFL Forecasting contest: 1st place** Predicted electric consumption via time series forecasting.
- **(2014) EPFL Best 1st year project in Humanities** Presented to 1000-strong audience.
- **(2012) Mathematical Olympiads: 3rd place** Montpellier Academy (France).

## PROFESSIONAL EXPERIENCE

### Data Science Intern

### ELCA Informatique SA

Feb – Aug 2020 (ongoing)

- Built a novel end-to-end deep-learning classifier for transportation modes detection based on time series of smartphone sensors data.  $\implies$  Improved state-of-the-art accuracy by 5%.
- Built and released a smartphone application for iOS and Android to collect a training set of annotated transportation data.  $\implies$  Over 580h collected thanks to 40 volunteers.
- Technology used: python, tensorflow, MLFlow, traefik, git, docker, Google Compute Engine, dart, bash, flutter, deep learning, convolutional neural networks (cnn), residual networks (resnet).

### Student Intern

### Neuroengineering Lab, EPFL

Sept – Feb 2020

- Refactored the python code of a deep learning based graphical application: reduced coupling between classes, removed duplication, switched part of the pipeline to functional programming instead of OOP.  $\implies$  Reduced codebase by 20% while implementing new features. Received project grade of 6/6.

### Teaching Assistant

### EPFL

2015 – 2016

- Answered students' questions and corrected exams.
- Classes: *Object-oriented C++* | *Functional programming in Scala* | *Geometry for mathematicians*.

## PROJECTS

### Team Leader

### CS-305 Software Engineering

Sept 2016 – Jan 2017

- Team leader for a 5-person team.  $\implies$  Received best possible reviews from my peers.
- Designed a plugin-based note-taking app for Android (java) using SOLID, MVC, OOP design patterns.
- 100% unit-tests coverage

**32 personal projects published on GitHub: <https://github.com/julien-h>**

## SKILLS & INTERESTS

- **Programming languages:**
  - Advanced: C++, python, java.
  - Intermediate: scala, C.
  - Have used: bash, dart, javascript, php.
  - Ability to learn new languages quickly.
- **Natural languages:** French (native), English (C1 Advanced), German (A-levels).
- **Technical skills:** artificial intelligence (machine learning, deep learning), software engineering, statistics, scientific rigor, algorithms.
- **Soft skills:** independence, problem solving, willingness to learn, leadership, public speaking.
- **Interests:** artificial intelligence, software automation, finance, applied research, learning new skills.