

Sylvain LAPEYRADE

Paris, France

☎ (+33) 06 13 99 79 29 | ✉ sylvain.lapeyrade@gmail.com | 🔗 sylvainlapeyrade | 🌐 sylvainlapeyrade

Experience

AI Instructor (Freelance)	<i>Hexagone School (France)</i>	02/2025 - 04/2025
◦ Reinforcement Learning in Video Games, Artificial Intelligence		
AI & Data Instructor (Freelance)	<i>Wild Code School (France)</i>	10/2024 - Present
◦ Machine Learning, DataOps, DevOps, MLOps, Cloud, GenAI, LLM		
Data Scientist & Engineer Mentor (Freelance)	<i>OpenClassrooms (France)</i>	05/2023 - Present
◦ Machine Learning, MLOps, Computer Vision, NLP, AWS, Azure, Docker, PowerBI		
Generative AI Engineer (Freelance)	<i>URSCOP Auvergne (France)</i>	05/2024 - 11/2024
◦ LLM chatbot with RAG to interact with corporate data		
Data Scientist	<i>Shift Technology (Canada)</i>	09/2023 - 08/2024
◦ ETL, C#, Microsoft SQL Server, Elasticsearch, Machine Learning, NLP		
IT Instructor (Freelance)	<i>Compétences & Développement (France)</i>	11/2023 - 11/2024
◦ Online IT courses redaction: AI, database, UML, networks		
Data Analyst (Freelance)	<i>IFTH (France)</i>	04/2023 - 03/2024
◦ Data engineering, analysis and visualisation for the European Union		
University Teaching Assistant	<i>Clermont Auvergne University (France)</i>	09/2020 - 08/2023
◦ University courses: AI, Neural Networks, OOP, Game Development		
Research Data Scientist (Intern)	<i>National Institute of Informatics (Japan)</i>	03/2020 - 09/2020
◦ Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Visualization		
Research Machine Learning (Intern)	<i>Toulouse Informatics Research Institute (France)</i>	04/2019 - 09/2019
◦ Deep Learning, Recurrent Neural Networks (LSTM, GRU)		
Software Engineer (Intern)	<i>SCLE SFE (France)</i>	04/2017 - 07/2017
◦ Python OOP for embedded systems		

Education

LIMOS - Clermont Auvergne University	<i>France</i>
PhD in Game Artificial Intelligence	10/2020 - 10/2023
UPSSITECH - Toulouse Paul Sabatier University	<i>France</i>
Master in Computer Science, Networks, Telecommunications	09/2018 - 09/2020
Linköping University	<i>Sweden</i>
Erasmus in Computer Science and Artificial Intelligence	09/2019 - 02/2020

Scientific Publications

Non-Player Character Decision-Making With Prolog and Ontologies	CA, USA
<i>Conference on Games (CoG), 2023</i>	
Reasoning with Ontologies for Non-player Character's Decision-Making in Games	CA, USA
<i>AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023</i>	
Generate Emergent NPC Behaviours With Symbolic Reasoning	MA, USA
<i>AIIDE Workshop on Experimental AI in Games (EXAG), 2022</i>	

Skills

Programming Languages: Python, SQL, C#, C, C++, Java, Rust, JavaScript, \LaTeX
Machine Learning: PyTorch, Keras, TensorFlow, scikit-learn, fastai, HuggingFace, Transformers, Diffusers
Software: Unity, Unreal Engine, Godot, Git, GitHub, GitLab, Jira, Docker
Languages: English (bilingual), French (native), Spanish (professional), Japanese (elementary)