## **Sylvain LAPEYRADE**

## Paris, France

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## **Experience**

a Reinforcement Learning in Video Games, Artificial Intelligence  Al & Data Instructor (Freelance) Wild Code School (France) 05/2024 - Preser of Machine Learning, DataOps, DevOps, MLOps, Cloud, GenAl, ILM Data Scientist & Engineer Mentor (Freelance) OpenClassrooms (France) 05/2023 - Preser of Machine Learning, MLOps, Computer Vision, NLP, AWS, Azure, Docker, PowerBI Generative AI Engineer (Freelance) URSCOP Auvergne (France) 05/2024 - 11/202    a LLM chatbot with RAG to interact with corporate data Data Scientist Scientist Shift Technology (Canada) 09/2023 - 08/202    b ETL, C**, Microsoft SQL Server, ElasticSearch, Machine Learning, NLP    IT Instructor (Freelance) 11/2023 - 11/202    c Online IT courses redaction: AI, database, UML, networks    Data Analyst (Freelance) 17/2074    c Online IT courses redaction: AI, database, UML, networks    Data Analyst (Freelance) 17/2074    c University Teaching Assistant 1 Clermont Auvergne University (France) 09/2020 - 08/202    c University Teaching Assistant 1 Clermont Auvergne University (France) 09/2020 - 08/202    c University courses: AI, Neural Networks, OOP, Game Development    Research Data Scientist (Intern) National Institute of Informatics (Japan) 03/2020 - 09/202    c Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Vizualisation    Research Machine Learning (Intern) 7 toulouse Informatics Research Institute (France) 04/2017 - 09/201    c Deep Learning, Recurrent Neural Networks (LSTM, GRU)    Software Engineer (Intern) SCLE SFE (France) 04/2017 - 07/201    c Python OOP for embedded systems    Education    LIMOS - Clermont Auvergne University	Experience		
Al & Data Instructor (Freelance) Wild Code School (France) 10/2024 - Preser of Machine Learning, DataOps, DevOps, MLOps, Cloud, GenAI, LLM  Data Scientist & Engineer Mentor (Freelance) OpenClassrooms (France) 05/2023 - Preser of Machine Learning, MLOps, Computer Vision, NLP, AWS, Azure, Docker, PowerBI  Generative AI Fingineer (Freelance) URSCOP Auvergne (France) 05/2024 - 11/202  o LLM chatbot with RAG to interact with corporate data  Data Scientist Shift Technology (Canada) 09/2023 - 08/202  o ETL, C#, Microsoft SQL Server, ElasticSearch, Machine Learning, NLP  IT Instructor (Freelance) Compétences & Développement (France) 11/2023 - 11/202  o Online IT courses redaction: AI, database, UML, networks  Data Analyst (Freelance) IFTH (France) 04/2023 - 03/202  o Data engineering, analysis and visualisation for the European Union  University Teaching Assistant Clermont Auvergne University (France) 09/2020 - 08/202  o University courses: AI, Neural Networks, OOP, Game Development  Research Data Scientist (Intern) National Institute of Informatics (Japan) 03/2020 - 09/202  o Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Vizualisation  Research Machine Learning (Intern) Toulouse Informatics Research Institute (France) 04/2017 - 07/201  o Deep Learning, Recurrent Neural Networks (LSTM, GRU)  Software Engineer (Intern) SCLE SFE (France) 04/2017 - 07/201  o Python OOP for embedded systems  Education  UMSSTIECH - Toulouse Paul Sabatier University  Prammus in Computer Science, Networks, Telecommunications  Linköping University  Generate Emgineer Character Decision-Making With Prolog and Ontologies  Conference on Games (CoG), 2023  Reasoning with Ontologies for Non-player Character's Decision-Making in Games  AAAI Conference on At and Interactive Digital Entertainment (AIIDE), 2023  Generate Emergent NPC Behaviours With Symbolic Reasoning  AAI Conference on At and Interactive Digital Entertainment (AIIDE), 2023	AI Instructor (Freelance)	Hexagone School (France)	02/2025 - 04/2025
o Machine Learning, DataOps, DevOps, MLOps, Cloud, GenAl, LLM  Data Scientist & Engineer Mentor (Freelance)  OpenClassrooms (France)  05/2023 - Preser  o Machine Learning, MLOps, Computer Vision, NLP, AWS, Azure, Docker, PowerBI  Generative AI Engineer (Freelance)  URSCOP Auvergne (France)  05/2024 - 11/202  o LLM chatbot with RAG to interact with corporate data  Data Scientist  Shift Technology (Canada)  09/2023 - 08/202  o ETL, C#, Microsoft SQL Server, ElasticSearch, Machine Learning, NLP  IT Instructor (Freelance)  Compétences & Développement (France)  11/2023 - 11/202  o Online IT courses redaction: Al, database, UML, networks  Data Analyst (Freelance)  IFTH (France)  04/2023 - 03/202  o Data engineering, analysis and visualisation for the European Union  University Teaching Assistant  Clermont Auvergne University (France)  09/2020 - 08/202  o University courses: Al, Neural Networks, OOP, Game Development  Research Data Scientist (Intern)  National Institute of Informatics (Japan)  03/2020 - 09/202  o Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Vizualisation  Research Machine Learning (Intern)  Toulouse Informatics Research Institute (France)  04/2019 - 09/201  o Deep Learning, Recurrent Neural Networks (LSTM, GRU)  Software Engineer (Intern)  SCLE SFE (France)  04/2017 - 07/201  o Python OOP for embedded systems  Education  LIMOS - Clermont Auvergne University  France  PhD in Game Artificial Intelligence  10/2020 - 10/202  UPSSITECH - Toulouse Paul Sabatier University  France  Master in Computer Science, Networks, Telecommunications  09/2019 - 09/202  Linköping University  Erasmus in Computer Science and Artificial Intelligence  99/2019 - 02/202  Scientific Publications  Non-Player Character Decision-Making With Prolog and Ontologies  CA, US.  AAAI Conference on Games (CoG), 2023  Reasoning with Ontologies for Non-player Character's Decision-Making in Games  AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023  Generate Emergent NPC Behaviours With Symbolic Reas	• Reinforcement Learning in Video Games, A	Artificial Intelligence	
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**Compétences & Développement (France)** Online IT courses redaction: AI, database, UML, networks  **Data Analyst (Freelance)** Data Analyst (Freelance)** Data engineering, analysis and visualisation for the European Union  University Teaching Assistant** Clermont Auvergne University (France)** University Courses: AI, Neural Networks, OOP, Game Development  **Research Data Scientist (Intern)** Research Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Vizualisation  **Research Machine Learning (Intern)** Deep Learning, Recurrent Neural Networks (LSTM, GRU)  **Software Engineer (Intern)** **SCLE SFE (France)** **OPYTHON OOP for embedded systems**  **Education**  **LIMOS - Clermont Auvergne University** PhD in Game Artificial Intelligence** UPSSITECH - Toulouse Paul Sabatier University**  Master in Computer Science, Networks, Telecommunications**  Linköping University** Erasmus in Computer Science and Artificial Intelligence**  **Socientific Publications**  Non-Player Character Decision-Making With Prolog and Ontologies** Conference on Games (CoG), 2023  Reasoning with Ontologies for Non-player Character's Decision-Making in Games** AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023  **Generate Emergent NPC Behaviours With Symbolic Reasoning**  AIII Decision	Data Scientist	Shift Technology (Canada)	09/2023 - 08/2024
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University Teaching Assistant  Clermont Auvergne University (France)  Oy/2020 - 08/202  O University courses: AI, Neural Networks, OOP, Game Development  Research Data Scientist (Intern)  National Institute of Informatics (Japan)  O3/2020 - 09/202  O Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Vizualisation  Research Machine Learning (Intern)  Toulouse Informatics Research Institute (France)  O4/2019 - 09/201  O Deep Learning, Recurrent Neural Networks (LSTM, GRU)  Software Engineer (Intern)  SCLE SFE (France)  O4/2017 - 07/201  O Python OOP for embedded systems  Education  LIMOS - Clermont Auvergne University  PhD in Game Artificial Intelligence  UPSSITECH - Toulouse Paul Sabatier University  Master in Computer Science, Networks, Telecommunications  University  Crassing University  Erasmus in Computer Science and Artificial Intelligence  Scientific Publications  Non-Player Character Decision-Making With Prolog and Ontologies  CA, US.  Conference on Games (CoG), 2023  Reasoning with Ontologies for Non-player Character's Decision-Making in Games  AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023  Generate Emergent NPC Behaviours With Symbolic Reasoning  AIIDE Workshop on Experimental AI in Games (EXAG), 2022	Data Analyst (Freelance)	IFTH (France)	04/2023 - 03/2024
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Research Data Scientist (Intern)  Data Mining, EDA, Feature Engineering, Unsupervised Learning, Data Vizualisation  Research Machine Learning (Intern)  Deep Learning, Recurrent Neural Networks (LSTM, GRU)  Deep Learning, Recurrent Neural Networks (LSTM, GRU)  Python OOP for embedded systems  Education  LIMOS - Clermont Auvergne University PhD in Game Artificial Intelligence Pythor Toulouse Paul Sabatier University Master in Computer Science, Networks, Telecommunications  Linköping University Erasmus in Computer Science and Artificial Intelligence  Scientific Publications  Non-Player Character Decision-Making With Prolog and Ontologies  Conference on Games (CoG), 2023  Reasoning with Ontologies for Non-player Character's Decision-Making in Games  AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023  Generate Emergent NPC Behaviours With Symbolic Reasoning  AIIDE Workshop on Experimental AI in Games (EXAG), 2022	<b>University Teaching Assistant</b>	Clermont Auvergne University (France)	09/2020 - 08/2023
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• Python OOP for embedded systems  Education  LIMOS - Clermont Auvergne University PhD in Game Artificial Intelligence UPSSITECH - Toulouse Paul Sabatier University Master in Computer Science, Networks, Telecommunications O9/2018 - 09/202 Linköping University Swede Erasmus in Computer Science and Artificial Intelligence O9/2019 - 02/202  Scientific Publications  Non-Player Character Decision-Making With Prolog and Ontologies Conference on Games (CoG), 2023 Reasoning with Ontologies for Non-player Character's Decision-Making in Games AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023 Generate Emergent NPC Behaviours With Symbolic Reasoning AIIDE Workshop on Experimental AI in Games (EXAG), 2022	• Deep Learning, Recurrent Neural Network	s (LSTM, GRU)	
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PhD in Game Artificial Intelligence 10/2020 - 10/2020 UPSSITECH - Toulouse Paul Sabatier University France Master in Computer Science, Networks, Telecommunications 09/2018 - 09/2020 UPSSITECH - Toulouse Paul Sabatier University France Master in Computer Science, Networks, Telecommunications 09/2018 - 09/2020 UPSSITECH - Toulouse Paul Sabatier University Swede UPSCIENT OF UPSC	<ul> <li>Python OOP for embedded systems</li> </ul>		
PhD in Game Artificial Intelligence  UPSSITECH - Toulouse Paul Sabatier University  Master in Computer Science, Networks, Telecommunications  Linköping University  Erasmus in Computer Science and Artificial Intelligence  Scientific Publications  Non-Player Character Decision-Making With Prolog and Ontologies  Conference on Games (CoG), 2023  Reasoning with Ontologies for Non-player Character's Decision-Making in Games  AAAI Conference on AI and Interactive Digital Entertainment (AIIDE), 2023  Generate Emergent NPC Behaviours With Symbolic Reasoning  AIIDE Workshop on Experimental AI in Games (EXAG), 2022	Education		
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AIIDE Workshop on Experimental AI in Games (EXAG), 2022	,		MA, USA
Skills	,	•	, , ,
	Skills		

 $\textbf{Programming Languages:} \ Python, SQL, C\#, C, C++, Java, Rust, JavaScript, \LaTeX$ 

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)