Luiza Sarzyniec (Orosanu)

PhD in computer science

Research & Development Experience

Nov 2017 - Present

Machine Learning Engineer, Qwant

Epinal, France

Automatic query correction for the Qwant European search engine. Handle the detection and correction of isolated non-word and in-context real word errors.

- minimum edit distance, word embeddings, sequence-to-sequence learning
- Python, Shell, Git, GitLab, Docker, Linux

Oct 2016 - Oct 2017

Machine Learning Engineer, Xilopix

Epinal, France

Knowledge extraction for the Xaphir search engine. The text classification project allowed making a demonstration of the engine on sports-related subjects. The neural network approach for the detection of main colors in images improved the engine's filter by color results.

- corpus building, data processing, word embeddings, classification, neural networks
- Python, Ruby, Shell, Git, Gerrit, Docker, Elasticsearch, Linux

Dec 2012 - Feb 2016

PhD student, Inria, RAPSODIE project

Speech recognition to help communication with hearing impaired people. Proposed the combination of words and syllables into a hybrid model. Used the similarity between words to add new words into the model. Classified questions and statements using prosodic and linguistic features.

- hybrid language models, similar words, question detection
- Perl, Shell, Gnuplot, LaTeX, Git, distributed computations, Linux

Oct 2011 - Nov 2012

Junior Engineer, Inria, ALLEGRO project Nancy, France

Speech recognition for second language learning. Studied the detection of incorrect entries (text does not correspond to the associated speech signal). Compared the phonemes, phoneme durations, non-speech segments and likelihood ratios between the forced alignment and the phonetic decoding.

- non-native speech, text-to-speech alignment, logistic regression
- Perl, Shell, Gnuplot, LaTeX, Linux

Feb 2011 - June 2011

Intern, Université de Lorraine

Nancy, France

Speech recognition with remote sound for home automation. Tested different configurations, decoding settings, acoustic and language models in order to determine the setup leading to optimal performance.

- remote sound, model adaptation, optimal setting
- Perl, Java, Shell, Linux

Feb 2010 - June 2010

Intern, Universitatea Stefan cel Mare

Romania

Recognition of head movements for the gestural control of video games. The experiment involved using a Wii remote that tracks the head position through glasses equipped with IR LEDs. Evaluation with 10 student volunteers.

- movement detection, Wii remote, infrared sensors
- C#, Microsoft Visual Studio, Windows

Administrative Experience

Feb 2014

Responsible of the international network Nancy, France

- Aug 2015

Organize meetings and activities in order to facilitate the integration of foreigners working at Inria. Assist with administrative procedures.

Education

Dec 2012 PhD in computer science Nancy, France

- Dec 2015 Université de Lorraine, Inria

> 2010 Master of research in computer science

Nancy, France

- 2011 Université de Lorraine

2006 Bachelor's degree in computer science Romania

Nancy, France 公

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Computer Skills

Machine Learning

Logistic regression, decision trees, n-gram language model, word embedding, neural networks

Programming languages

Python (numpy, pandas, gensim, sklearn, spacy, fasttext, keras, matplotlib, jupyter), Ruby, Perl, Shell Script, Java, C/C++, C#

Database

SQL, MongoDB, Elasticsearch

Quality assurance

Git, Jenkins, Gerrit, GitLab, Docker

Operating systems

Linux, Windows

Programming challenges

ACM-ICPC (acm.ro)

International programming contest Romania - 2008, 2009

Scientific contributions

11 articles, PhD thesis

Language skills

English, French: fluent Romanian: native

Additional information

Interests

Data science, machine learning Explore new horizons, take long walks TV-shows, video games, board games

Gallup strengths

Restorative, Adaptability, Deliberative, Relator, Empathy

B driving license

- 2010 Universitatea Stefan cel Mare