

MAXIME ROCHKOULETS

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EDUCATION

KU Leuven • Leuven, Belgium

September 2024 – [Currently]

Master of Engineering • Computer Science [Artificial Intelligence]

Currently in first year of master's degree.

University of Bordeaux • Bordeaux, France

September 2021 – May 2024

Bachelor of Science • Computer Science

Rank: **7/166** | Grade: **14,55/20**

Bachelor obtained with honours, completed an exchange in Dublin during my last year.

High School • France

September 2018 – July 2021

French Baccalaureate • Mathematics and English

Honours

Baccalaureate obtained with honours.

RELEVANT COURSEWORK

Data Structures & Algorithms, Computability & Complexity, Compilers, Networks, Cryptography & Number Theory, Object-Oriented Programming, Computer Architecture, Operating Systems, Probabilities & Statistics, Machine Learning, Machine Translation, Linear Algebra, Cloud Computing, Parallel & Concurrent Programming

INTERNSHIPS

LaBRI [Bordeaux Computer Science Research Laboratory]

May 2024 – July 2024

- My second research internship in this laboratory. This time for a longer period and focusing on a project at the crossroads of Software Engineering and Deep Learning. My work fitting inside the broader objective of finding ways to train and use Large Language Models more effectively for Software Engineering.

LaBRI [Bordeaux Computer Science Research Laboratory]

January 2024

- Internship during which I had the opportunity to discover many areas of computer science research inside the PROGRESS research group such as Software Engineering, Machine Learning or Distributed Networks. Among other things, I developed a small distributed system on top of the LoRaWAN communication protocol in C and Python.

PROJECTS

Realized on my free time or for university. More can be found on my Github page.

Market Exchange – Go

- Market exchange simulation. The matching engine implements the Price/Time algorithm and an API allows different users to place and execute orders.

MMA Outcomes Predictions – Python

- Machine Learning project for which the goal was to train and assess the performance of models predicting the outcomes of MMA fights. It required a lot of data preprocessing and taught me how to train and evaluate models.

3AC Compiler – Java

- Project made in the frame of university, where I had to build a compiler taking an hypothetical programming language and converting it to three-address code for a given interpreter.

Concurrent Thrift Store – Java

- Simulation carried out for my concurrent programming course, in which several employees and customers (threaded) evolve independently and coexist in a store.

TECHNICAL SKILLS

- **Programming Languages:** C/C++, Python, Go, Julia, OCaml, Java, Haskell, JavaScript.
- **Other Computer Experience:** PyTorch, Numpy, Pandas, Linux, Bash, Excel, \LaTeX , HTML/CSS.

GENERAL SKILLS

- **Spoken Languages:** English [IELTS Academic: Band Score **7.5**, February 2024], French and Russian.
- **Communication:** Can easily fit into any group, I am used to work with different people on multiple projects.

EXTRA CURRICULAR ACTIVITIES

- **Volunteer Work:** When I was studying in France I helped kids with their homework after school.
- **Soccer:** Played soccer for almost ten years, competed in many competitions and tournaments in France, now playing for my university in Ireland.
- **Chess:** Member and player in my university's chess club.
- **Jobs:** Worked during every holidays since my first year of high-school, first in the fields then in different restaurants and bars as a bartender and waiter.
- **Interests:** Artificial Intelligence, French & Russian Literature, Philosophy, Finance, Blockchain, Chess, Sports.