

I come alive at the intersection of education, product design and machine learning.

Education

MSc, Machine Learning
University College London, UK
2019 - 2020

- Taught by researchers from DeepMind, Facebook AI and UCL Computer Science
- Dissertation on group depolarisation in online recommender systems

BSc, Applied Mathematics
University of Nice, France
2016 - 2019

- Highest scoring student in the Faculty of Science
- Innovation award for outstanding contribution to Science and Technology
- Dissertation on statistical coincidence detection of neural spike train patterns

Relevant courses

Game Theory I & II,
Econometrics,
Supervised Learning,
Deep Learning,
Graphical Models,
Computer Vision,
Reinforcement Learning,
Natural Language Processing,
Affective Computing,
Bioinformatics

Languages

French / native
English / bilingual
Portuguese / read and write
Spanish / read and write

Experience

Product Developer - Data Science @ Decoded
London, UK / September 2020 - Present / [EdTech](#)

Building fun, educational products that demystify data, from machine learning and AI to data visualisation, data-driven business strategy and data ethics.

Research Intern, Machine Learning @ Knap
Monaco / June - August 2018 / [RetailTech](#)

Designed prediction models for real-time fraud detection (Bayesian Inference, Markov decision processes, Monte Carlo methods).

Product Lead @ Demola
Nice, France / January - June 2018 / [EdTech](#)

Led a team of six in building an interactive learning system for museum visitors. We earned a scholarship to attend an entrepreneurship programme in Lassonde Studios, a hub for young innovators at the University of Utah.

Data Science Intern @ Amadeus IT Group
Sophia Antipolis, France / July - August 2015 / [TravelTech](#)

Worked in the Travel Intelligence team. Built a framework to monitor the integrity of the 10,000+ data files received daily by the company. Familiarised with Elasticsearch, Logstash, Kibana and Apache Kafka.

Technical skills

Python // ODE solving / Bayesian Inference on graphs (JTA, HMMs) / Kernel Methods / Image tracking, Condensation, Homographies / Supervised Learning algorithms (k-NN, Naive Bayes, Least Squares, Trees) / Proficient in PyTorch and TensorFlow.

MatLab // Simulation of various stochastic processes.

R // Statistical computing (Monte Carlo Methods, PCA, maximum likelihood estimations, clustering algorithms).

C++ // Implementation of a realistic 8 ball pool game / Modelling of Brownian motion of gas in a box.

Java // Design of a modern version of Snake.

Julia // Implementation of various neural architectures.