

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

Education

MSc, Machine Learning
University College London, UK
2019 - 2020 / [Distinction](#)

- Taught by researchers from DeepMind, Facebook AI and UCL Computer Science
- Dissertation on group depolarisation in online recommender systems (UCL CS + UCL Public Policy)

BSc, Applied Mathematics
University of Nice, France
2016 - 2019 / [Highest honours](#)

- 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 & Econometrics,
Statistical Modelling,
Optimisation,
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

Data Scientist @ Educai (backed by Founders Factory)
London, UK / June 2021 - Present / [EdTech](#)

Working towards building the future of personalised learning through a behavioural matching engine. Joined as employee #8 as the company's first data science hire.

- > Building Educai's behavioural model for maths learning
- > Responsible for defining the company's data strategy
- > Implementing user tests and iteration frameworks

Data Scientist @ Decoded
London, UK / June 2020 - June 2021 / [EdTech](#)

Designed cutting-edge data science and machine learning workshops (neural networks, time series, NLP, data ethics) for some of the most innovative companies in the world including UBS, Nike, and Vodafone.

- > Owned 3 modules (NLP, Visualisation, Data Processing)
- > Led 70+ workshops
- > Taught 1,500+ people

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

Built predictive models for real-time fraud detection.

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

Led a team of six in designing an interactive learning system for museum visitors.

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, Scikit-Learn, TensorFlow, Keras.

MatLab // Simulated various stochastic processes (random walk, Poisson process, birth-death process).

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

C++ // Implemented a realistic 8 ball pool game.

Other // Julia, SQL, Tableau, HTML, CSS, JavaScript

Keywords // data science, machine learning, startups, personalisation, user research, web3