

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,
Differential Calculus,
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 // Full time

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 // Internship

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

Product Lead @ Demola

Nice, France // January - June 2018 // Part-time

Led a team of six in building an interactive learning system for museum visitors around the world. 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 // Internship

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