PIERRE OUANNES

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Skills

WEB AND MOBILE DEVELOPMENT
React.js
Redux
Flask
Android Development
NodeJS
Express
Docker
Kubernetes
CSS-in-JS
styled components

PYTHON LIBRARIES
pandas
NumPy
PyTorch
fastai
TensorFlow
sk-learn
matplotlib
seaborn
Keras

OTHER PROGRAMMING LANGUAGES
C
MATLAB
HTML5/CSS3
Java
JavaScript (ES6)

LANGUAGES
French (mother tongue)
English (fluent, C1 level)
Spanish (beginner)
Mandarin (beginner)

Work Experience

DeployNets
Founder   June 2020 to Current

I created a web app to enable users to deploy Deep Learning models easily.
- I was incubated by Pioneer, an online accelerator program.
- The tech stack includes: React, nodeJS, Express, Docker, Kubernetes and GCP.

ZEG.ai
Deep Learning Researcher (internship)   London
                                                        Mar. 2020 to July 2020

Member of the Deep Learning team, involved in several projects.
- I reproduced state of the art algorithms, trained and fine-tuned models, created data, and enabled the software team to integrate algorithms into a web app.
- I focused on 3D Computer Vision tasks, such as 6D Pose Estimation, used CNN and RANSAC based methods.

CERN (Google Summer of Code)
Student developer   May 2019 to Sept. 2019

- I adapted an open source implementation of the Object Detection algorithm Mask RCNN to work in 3D, to classify events produced by the high-energy detector HGCAL.
- I used TensorFlow and Keras

Centrale Lille Projets, Junior-Enterprise
Engineering Director & Project Manager   Oct. 2017 to Feb. 2019

Project Management in Computer Science and Engineering:
- Drafted and negotiated commercial proposals;
- I was the intermediary between the client and the student implementers assigned to the project;
- I monitored 6 projects from start to finish.

Projects

Spaced Repetition website   Sept. 2019 to Dec. 2019
- My first significant React project, to let people create decks of cards about a subject to review (like Anki).
- I used Firebase as the backend.

Machine Learning and Robotics Hackathon   Nov. 2019 to Nov. 2019
- I took part in a 1 week hackathon on designing and building a robotic arm to sort construction waste to facilitate later recycling.
- I was in charge of the Machine Learning part of the project, in which I used the Mask RCNN algorithm to detect different kind of waste and properly sort them.

Blog on Computer Science and Deep Learning   Jan. 2019 to May 2019
- I've written several articles about Deep Learning and Computer Science while following the fastai courses.
- The main article is about Kaiming and Xavier initialization of Neural Networks.

Education

Ecole Centrale de Lille   Sept. 2017 to Sept. 2020
Engineering Degree in Computer Science

I'm enrolled in Data Sciences courses with lessons in a variety of subjects like mathematics (probability, algebra, analysis), computer science (algorithm, web development, android development, machine learning) and physics.

fast.ai course (SF University): Deep Learning for Coders, part 1 & 2   Oct. 2018 to Apr. 2019
I've learned about Neural Net architectures like CNNs, RNNs, and how to train and fine-tune them, for instance with Adam, momentum, learning rate annealing or one cycle policy.
I've worked on deep learning projects for the course, involving image classification, image regression, object detection, image segmentation, and NLP problems.

The Modern React Bootcamp (Hooks, Context, NextJS, Router) MOOC   Sept. 2019 to Oct. 2019
Comprehensive React course, including a big "color app" project: https://github.com/Colt/react-colors/tree/master

Preparatory classes, Lycée Saint-Louis   2014 to 2017
Mathematics, Physics and Computer Science.