

# Pierre Vigier

Master student

✉ pierre.vigier@epfl.ch

📄 pvigier.github.io

in pierrevigier

🔗 pvigier

## Education

- 2017 – present **MSc in Computer Science**, *EPFL*, Lausanne.  
Information Theory and Coding, Cryptography and Security, Machine Learning, Foundations of Software, Intelligent Agents, Advanced Computer Graphics and Advanced Algorithms.
- 2015 – present **MOOCs**, *Stanford*, *EPFL*, *UCSD*.  
Machine Learning, Functional Programming, Computer Graphics, Automata, Data Mining and Game Theory.
- 2015 – 2017 **Engineering School**, *CentraleSupélec*, Gif-sur-Yvette.  
Probability, Statistics, Signal Processing, Software Engineering, Algorithms, Networks, Operating Systems, Computer Architecture, Numerical Methods, Big Data and Electrical Engineering.
- 2013 – 2015 **Preparatory classes for grandes écoles**, *Lycée Louis-le-Grand*, Paris.  
Foundations in Mathematics, Physics and Computer Science.
- 2012 – 2013 **Baccalauréat Série S**, *Lycée Madame de Staël*, Montluçon.  
With the highest honors.

## Experience

- June 2017 – **Research intern**, *LIMOS*, Clermont-Ferrand.  
August 2017 Detection of arthritis using medical images of hands.

## Skills

- Programming
- C, C++ (OpenGL)
  - Java, Scala (Spark)
  - Python (Scientific libraries, PyTorch, TensorFlow)
  - Matlab, L<sup>A</sup>T<sub>E</sub>X(Beamer)
  - HTML5, CSS3, JavaScript (jQuery), Django, SQL
- Systems
- Linux (Debian), Windows
- Languages
- French (mother tongue)
  - English (advanced)
  - Spanish (beginner)

## Side projects

- 2017 – present Member of PolyGameDev (EPFL).  
Project manager and developer for the video game Vagabond.
- 2015 Won the Challenge Startup Kick-off (Université Paris-Saclay).
- 2013 2<sup>nd</sup> prize at the *Olympiades académiques de chimie* (Clermont-Ferrand).
- 2012 1<sup>st</sup> prize at the *Olympiades académiques de mathématiques* (Clermont-Ferrand).
- Hobbies Reading (sci-fi and fantasy), 3D modeling, video game programming.