Pierre Vigier

Master student

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🖥 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 and Intelligent Agents.
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 – August 2017	**Research intern**, *LIMOS*, Clermont-Ferrand.
	Detection of arthritis using medical images of hands.

Skills

Programming	○ C, C++ (OpenGL)
	○ Java, Scala (Spark)
	○ Python (Scientific libraries, PyTorch, TensorFlow)
	○ Matlab, LaTeX (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	2nd prize at the *Olympiades académiques de chimie* (Clermont-Ferrand).
2012	1st prize at the *Olympiades académiques de mathématiques* (Clermont-Ferrand).
Hobbies	Reading (sci-fi and fantasy), 3D modeling.