



# Alexis Navarian

Data Scientist  
ML Engineer

- March 31st, 1997 - 23 y.o.
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## Languages

- French ●●●●●
- English ●●●●●
- German ●●●●●

## Main skills

- Machine & Deep Learning
- Computer vision
- Applied Math and Statistics
- Natural Language Processing (NLP)

## Programming skills

- Python ●●●●●
- Matlab ●●●●●
- ABAP ●●●●●
- Java ●●●●●
- GIT ●●●●●
- SQL ●●●●●
- C++ ●●●●●

## Hobbies

- Former Badminton competitor
- Competitive E-sport player
- Codingame fan

## Working Experience

- 05/2020 – 06/2020 **Deep Learning Engineer at Lab31** Start-up  
Deep Learning engineer for Lab31, a french startup in security and vision fields. Implementation of Real-Time deep models for Human Detection, Human Tracking and Face Recognition on an embedded system running with an Orbbec Camera and an NVIDIA Jetson TX2 GPU.
- 06/2019 – 12/2019 **SAP Trainee at Sopra Steria - SAFRAN** SS2I  
Sap trainee on MM, PP and QM modules at Sopra Steria's Tierce Maintenance Applicative (TMA) for SAFRAN S.A., a multinational leading company in aerospace components and defense. Development of an ABAP chess game with Artificial Intelligence and small project management for Safran Electrical & Power. **Chess Game video link**
- 06/2017 – 08/2017 **Virtual Reality Trainee at Trydea** Start-up/SMB  
3D modelling of a transmission network for RTE, a french electricity transmission company. Creation of a 3D training environment for virtual and safe training using virtual reality Headset. The project has been inaugurated at RTE's showroom in front of a hundred people.

## Education & Projects

Georgia Tech Institute of Technology

- 01/2019 – 05/2020 **Master in Electrical & Computing Engineering** Georgia Tech Metz & Atlanta - GPA 3.87/4  
Focus : Machine Learning, Deep Learning, Computer Vision, Applied Maths, Bayesian Statistics & Computer Network security.

### Project : Reinforcement Learning for Atari Games

Benchmarking and analysis of three well-known Reinforcement Learning algorithms, QLearning, Deep Q-Network (DQN) & A3C, on two OpenAI Atari games. **Link to Paper**

### Project: Deep Learning applied to Video Summarization

Framework implementation for advanced Deep models benchmarking in Video Summarization. **Link to Paper - Link to Git repository**

ENSEM - Ecole Nationale Supérieur d'Electricité et de Mécanique

- 09/2016 – 12/2018 **Master in digital systems** ENSEM Nancy  
Focus : Computer vision, various programming languages, operational security and autonomous control.

### Project "Autonomous car":

Team project on road signs identifications using Java programming, image processing libraries like OpenCV and a LIDAR sensor.

### End-of-study project :

Modelisation of opinion dynamics in multi-agents systems using hybrid system representations.

## Personal Development Projects

- 05/2020 **Top 5% Codingame Spring Challenge 2020**  
Codingame Spring Challenge 2020 was a multi-language coding competition hosted by Codingame.com. During 11 days, nearly 5000 participants worldwide have competed on an advanced Pacman bot game involving advanced AI methods such as Markov Chain Monte-Carlo (MCMC) and path-finding algorithms. **Codingame Profile**

- 05/2020 – Now **Coursera - Advanced Machine Learning Spécialisation**  
Self-learning on advanced level Machine Learning Techniques. **Course Description**

June 10, 2020

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