

EL MQIRMI PIERRE

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CARRIER OBJECTIVE

I am mainly interested in Artificial Intelligence and Software Engineering. My objective is to work for a company that provides me with the opportunity to improve my skills and knowledge in these domains while working on challenging problems.

EDUCATION

Imperial College London, United Kingdom *September 2019 - Present*

MSc Advanced Computing

Department of Computing

Artificial Intelligence - Software Engineering - Computer Security

University of Montreal, Canada *September 2015 - August 2018*

BSc Computing

Overall GPA: 3.66

Department of Computing and Operation Research

HEC Montreal, Canada *Autumn 2017, Winter 2018*

Courses: Management, Finance, Entrepreneurship

WORK EXPERIENCE

Open Studio, France *January 2019 - July 2019*

Web Developer

- The technologies used were HTML, CSS, JS, PHP, VueJS, SQL. I had the opportunity to work as part of a team but also independently on some projects that were given to me.
- Temporary employment in order to finance my MSc degree at Imperial College.

Freelance, France - Canada *May 2017 - August 2019*

Web development, back-end / front-end , mobile applications.

Giro Inc., Canada *May 2018 - August 2018*

Programmer Analyst - Internship

- Development and implementation of data structure for optimization algorithm in C++.
- Translation of a minimal cost matching algorithm from Fortran to C++.
- Organic and functional analyses.

TECHNICAL SKILLS

Languages

Python, Java, JavaScript, PHP, HTML, CSS, SQL, C++

Tools & Frameworks

GIT, CPLEX optimizer, PRISM model checker, PyTorch, Laravel

Artificial Intelligence

Reinforcement Learning, Machine Learning & Deep Learning (MLP, CNN, RNN)

Operating Systems

Windows, MacOS, Linux

SOFT SKILLS

Adaptability

Mobility, and ability to adapt to a new environment quickly.

Team-spirit & Leadership

I enjoy working as part of a team and to propose new ideas.

Quick Learner

Ability to learn new technologies quickly.

Languages

French (Native), English (Bilingual)

PROJECTS

MSc Project - Building Abstract Representations to Check Multi-Agent Deep Reinforcement-Learning Behaviors. Present

The aim of this project is to extend the work presented in the paper **Assurance in Reinforcement Learning Using Quantitative Verification**. from Abstract Markov Decision Process to Abstract Markov Games (i.e from single agent reinforcement learning to multiple agent reinforcement learning). Thus, it consists to build a framework to automatically generate Abstract Markov Games (AMG) specifically aiming for Deep Reinforcement Learning (DRL) scenarios and to evaluate model checking techniques over the generated AMG to check DRL policies on given specifications.

Sentence-level Quality Estimation - NLP 2020

Regression model to predict the quality of a machine translated sentence.

Report available: <https://pierreelmqirmi.com/pdf/NLP.pdf>

GitHub: <https://github.com/PierreElm/NLP-QualityMT>

Online Marketplace 2019

This project is still in progress, but the website is functional. It was born from a collaboration with another student who I worked with during courses at the University of Montreal. The purpose of this website is to offer a sneakers market place for limited edition.

Laravel is the framework used in this project, we are also using Stripe and PayPal API for payments.

<https://www.middleman.paris/>

Cogiv Website 2019

Website for an association. The framework used in this project is Laravel.

Administration panel available for managing content and registrations to their events.

<https://cogiv.org/>

BeDesign Website 2018

Development of a company website with custom design, administrator panel for managing content and layout. Reserved area for customers.

Kohana is the framework used for this project.

<https://bedesignfrance.com/>

ACADEMIC ACHIEVEMENTS

Academic Excellence Scholarship (2 000\$) from the department of Computer Science and Operational research. *(2016-2017)*

Deans honour (mention of excellence) from the Faculty of Arts and Science - University Of Montreal. *(Winter and Summer 2018)*

LEADERSHIP AND VOLUNTEERING

Computer Science and Operations Research sports manager at the University of Montreal. *(From September 2016 to January 2018)*

HOBBIES

Sport Mainly Soccer and Ski.

Travels I always enjoy discovering new cultures and getting out of my daily routine by travelling.

Video Games