
EXPERIENCE

Soft Kids, Paris - AI consultant (Jan 2023 - June 2023)

Founded in 2019, [SOFT KIDS](#) is the world's first application to cultivate socio-behavioral skills (Soft Skills) at home and at school.

- In charge of the design and implementation of a comprehensive data collection plan, capturing and analyzing player behavior metrics to define an adaptive learning algorithm.
- Using AI to enrich the range of available games, thus optimizing the adaptive learning algorithm to better respond to the uniqueness of players.
- Pioneered the automatic internationalization of the app using Large Language Models to translate text, Text-to-Speech and voice cloning technologies for the audio features, streamlining the translation process.
- Managing a team of two work-study students developing the Unity app.
- Led the marketing team to create engaging social media posts and newsletters using Large Language Models, enhancing the company's online visibility.

Wscripted, Station F (Paris) & New-York - Co-founder, AI & Tech Lead (Since Nov 2021)

Founded in 2020, [Wscripted](#) uses AI technologies to accelerate the discovery of women storytellers and their content for producers, studios, and streamers.

- Responsible for research and development of advanced NLP solutions, including narrative analysis and stereotype detection technologies.
- Orchestrated a strategic pivot to a SaaS model, enabling decision makers to utilize our proprietary technologies on their own literary data.
- Proposed and developed an automatic reading feature for literary works, allowing a significant time saving for our users.
- Global supervision of the development of the talent platform, intervening in both piloting and coding.

xBrain (now part of Augustus), Paris & Menlo Park - AI research engineer (Nov 2017 - Nov 2020)

Founded in 2012, xBrain uses AI to develop [conversational solutions](#) for businesses.

- Co-authored a [research paper](#) on active learning with virtual adversarial learning that significantly improved our data annotation process, optimizing resource allocation given limited budgets. The article was awarded Best Paper of the Year at [IEEE SLT 2021](#).
- Implemented an end-to-end dialogue system based on a research paper, using real client data in the retail sector. The model outperformed the existing system, demonstrating the advantages of end-to-end approaches in preventing infinite loops and hallucination problems.
- Independently designed and implemented a deep learning model for the extraction of locations or points of interest. This model, inspired by real-world data, was trained on a fully synthetic dataset that I created from French government open-source data. It effectively met the expectations of our client, a major European insurance and assistance provider.
- Designed a knowledge discovery system that combines a supervised boosted classifier with an unsupervised model for collaborative operation on customer relationship data. The project was not fully completed due to organizational constraints.
- Other responsibilities included scientific watch, AI awareness for non-technical teams and active participation in client and partner meetings.

Other experiences:

April International Travel, Paris - Fullstack developer (Feb 2015 - Oct 2016)

A leading provider of Travel Insurance solutions.

- Managed the development of a new extranet for travel agency insurance subscriptions.
- Tech stack: *Oracle, Java, JavaScript, Angular JS, Ionic, and web services Play!Framework.*

EDUCATION

École 42, Paris - Coding school (2016 - 2018)

- Engaged in a peer-driven, project-based learning environment with a focus on practical software development skills.
- Acquired proficiency in languages such as C, Python, SQL, and PHP, and gained experience with algorithms, machine code, assembly, shell, and version control.
- Acted as a board member of the [42AI](#) association
- In 2018, I was the model architect of the winning AI model for the [Iron Car](#) competition, which involved autonomous self-driving mini-cars, representing Ecole 42. Our team emerged victorious in all races, including the finals, against a dozen schools and mixed companies.

Sorbonne Universités, Paris - Master's Degree in Fundamental Mathematics (2012 - 2014)

(Campus Jussieu / Pierre et Marie Curie)

- Completed a rigorous program covering algebra, analysis, geometry, and topology. Courses were shared with students from the prestigious École Polytechnique Paris and École Normale Supérieure.
- Conducted M2 research on differential geometry & topology (Morse theory).
- Conducted M1 research on algebraic topology and equivalence of categories.

Sorbonne Universités, Paris - Bachelor's Degree in Mathematics and applications (2011 - 2012)

Lycée Pasteur, Neuilly-sur-Seine / Lycée Chaptal, Paris - Scientific CPGE (2004 - 2007)

- Completed intensive preparatory courses aimed at training students for enrolment in one of the Grandes Écoles, specialized institutions of higher learning in France.
- Accepted into Polytech Paris-Saclay. Opted to explore a new direction in the field of arts, focusing on sound engineering in music studios and movie sets.

CERTIFICATIONS

Deeplearning.ai - AI specialization (July 2023)

- [Generative AI with Large Language Models](#)

Actinium - Leadership (Sept 2021)

- [S'appropriier le rôle de manager](#) ("Embracing the role of a manager")

Deeplearning.ai - AI specialization (Aug 2017)

- [Neural Networks and Deep Learning](#)
- [Structuring Machine Learning Projects](#)
- [Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization](#)

Stanford Online - AI (July 2017)

- [Machine Learning](#)

GT'M ingénierie - Software Development (Oct-Dec 2014)

- Java JEE designer/developer

LEISURES

Associations

- Since 2023, Google [Women Techmakers Ambassador](#)
- Since 2023, volunteer Participant at [FIRST](#), an annual [UPSTI](#) event, contributing to the promotion of STEM careers among high school girls through educational presentations and mentorship.
- Served as Secretary board member for an associative nursery from 2020 to 2021.

Sound Engineering Experience in my early 20s - Sound assistant & Boom operator (2007 - 2011)

Employed under the official 'Intermittente du Spectacle' status.

- Worked as an intern at Planete Sun Music Studio, Puteaux, from November 2007 to May 2008
- Collaborated on a variety of film and television productions, including three auteur films, four short films, and multiple TV series.
- For a more detailed record of filmography, see Internet [Internet Movie Database Profile \(IMDb\)](#).

Interest activities

Sports, arts, and music have always been a constant presence in my life, helping to maintain peace and balance, allowing me to express creativity, and strengthening my determination and resilience.