cperdrizet@enseirb-matmeca.fr
10 rue des anémones
33 950
Lège-Cap Ferret
France
Driving License - Valid Passport
French
+33 7 81 61 15 22
corentin-perdrizet.fr

Languages

French
Native

English
High level capacity (TOEIC 910)

German
School level

Spanish
Learning

Computer skills

Python, Tensorflow, PyTorch

AI : ML, DL, CNN, RNN, NLP, RL, LLM, Computer Vision, Tranformers

C, C++

Java

SQL

JavaScript, TypeScript

Html / CSS

LaTex

Git

Extra-Curricular Activities

Music
Concerts and Festivals

Gym, Climbing
Few hours a week, for pleasure

Tennis
9 years in competition, now for pleasure

Poker
Occasional competitions

Traveling
Road Trip in Europe, Linguistic Trips in Malta, Spain and Germany

Corentin Perdrizet

Engineer Student in Artificial Intelligence

French Computer Science Engineering student specializing in artificial intelligence, driven by a results-oriented approach and a genuine passion for the field, seeking a 5-6 month internship starting in March 2025 in a tech company in the United States. Motivated by enthusiasm and a commitment to make a meaningful contribution, ready to engage in innovative AI projects and expand expertise in a dynamic and challenging environment.

Education

Engineer School in Computer Science Specialized in Artificial Intelligence

Since September 2022 — ENSEIRB-Matméca, Bordeaux Graduate School of Engineering Talence, France

Third-year student in a 3-year graduate course leading to a Masters-level degree
Sciences: **Algorithmics**, **Programming**, **Artificial Intelligence**, **Data-Science**, Management, Languages
Website : **https://www.bordeaux-inp.fr/en**

Preparatory Class

From 2020 to 2022 Lycée Camille Jullian Bordeaux, France
Intensive Undergraduate Course in **Mathematics** and **Physics**.
Sciences: **Analysis**, **Algebra**, Physics, **Python**, **Engineer Sciences**, Languages

French Scientific High School Diploma

From 2017 to 2020 Lycée Nord Bassin - Simon Weil Andernos-les-Bains, France
Sciences: **Mathematics**, **Physics**, Chemistry, Biology

Work experience

Intern - AI Developer

From July 2024 to September 2024 Technische Universität Berlin Berlin, Germany
Developed image recognition **AI models** for **satellites** in low orbit, focusing on **machine learning** algorithms and **data analysis**.

Summer jobs

From July 2023 to August 2023
- **Kitchen assistant** and **dishwasher** in a restaurant (Pizzeria des bois, Le Porge)

From July 2021 to August 2021
- **Sales assistant** in a campsite (Camping les pastourelles, Lège-Cap Ferret)

Since 2020
- **Private tutor** for high school student in Mathematics and Physics

From August 2019 to November 2019
- **Cooking** and **service** according to customer's demand (McDonald, Arès)

Academic Projects

Optimal Neural Network Hyperparameter Search - since Oct. 2024
Developed a **genetic algorithm** to optimize **hyperparameters** of neural networks, improving model performance through evolutionary computation.
Skills used: **Genetic Algorithms, Hyperparameter Tuning, Machine Learning Optimization**

Alzheimer Detection from Brain MRI - since Oct. 2024
Developed a method to **detect Alzheimer** stages using 3D brain MRI, leveraging **U-Net** architectures and strategies such as 2D slices and 3D patches.
Skills used : **Computer Vision, U-net, 2D/3D Processing**

Nematode Detection for Pine Preservation - since Oct. 2024
Developed a **computer vision** model to **detect and count** nematodes in microscopic samples to monitor their spread and prevent pine destruction.
Skills used : **Computer Vision, Image Analysis**

Poetry Generation using Transformers - from Oct. to Dec. 2024
Developed an AI model to generate poetry by **fine-tuning** a **Transformer-based** architecture on a dataset of poems, leveraging advanced natural language processing techniques for sequence modeling and creative text generation.
Skills used: **Transformers, Text Generation, Fine-Tuning**

Reinforcement Learning in Grid-Based Environments - from Oct. to Nov. 2024
Developed and implemented **reinforcement learning** algorithms for navigating grid-based environments with **stochastic transitions and rewards**.
Skills used : **Markov Decision Processes, SARSA, Q-Learning, Monte Carlo**

AI model for Go - from April. to May. 2024
Developed an **AI model** capable of playing the game of Go, utilized advanced **machine learning** techniques to analyze patterns and improve game performance.
Skills used : **Strategy Algorithm Development**