



# Thomas Simonini

Passionate about building projects using Natural Language Processing and Deep Reinforcement Learning.

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## WORK EXPERIENCE

### RL Research Scientist

Dataiku, Paris

03/2019 - 09/2020

*Achievements/Tasks*

- Worked on real-world applications of Reinforcement Learning by developing a dynamic pricing RL agent.
- Collaborated with User Advocacy team on growing the community by creating RL projects: conundrums, and webinars.
- Developed a DSS (Data Science Studio) plugin to do RL on DSS and wrote an RL course for the Learning Content.
- Contributed to the "Data From the Trenches" blog by publishing articles on Deep Reinforcement Learning.

### "L'Echoppe": Developer and project Manager

Jean Moulin University, Lyon

06/2016 - 09/2016

*Achievements/Tasks*

- Led the project by programming the marketplace with Prestashop (PHP).
- Finding suppliers, negotiating prices, and set up an effective communication plan.

### Vice President of the Association

Lyon 3 Entrepreneurs, Lyon

09/2015 - 09/2016

*Achievements/Tasks*

- Promoted entrepreneurship with meetups

## EDUCATION

### Quantum Machine Learning Summer School

IBM

07/2021 - 07/2021

### Deep Learning Foundations and Artificial Intelligence Nanodegree

Udacity

02/2017 - 03/2018

### Associate's Degree in Entrepreneurship

University of Lyon, France

2014 - 2015

### Bachelor Degree in Law and Political Sciences

Jean Moulin University, France

2013 - 2016

## SKILLS

Deep Reinforcement Learning

Deep Learning

Natural Language Processing

Python

Tensorflow

PyTorch

Unity

Unity MLAgents

Unreal Engine

Blender

HTML/CSS

Premiere Pro

## PROJECTS

### Smart Robot Demo (09/2021 - 09/2021)

- Built a robot AI with Unity that acts based on player input using a deep language model Hugging Face API (Sentence Similarity model) to understand any text input and find the closest action of its list.
- Wrote a tutorial and published the project files.

### Civilians NPC Demo (08/2021)

- Built a demo where two NPC have a conversation generated by HuggingFace GPT-J and voiced by Replica AI

### Ship Jam! (07/2021 - 07/2021)

- The game was made during International Summer School on AI and Games 3rd Edition). This AI was trained with Deep Reinforcement Learning, using the Unity ML-Agents toolkit.

### Battle Tanks! (01/2021 - 02/2021)

- Battle Tanks! is a game based on Tanks! by Unity, where you need to destroy your smart AI opponent. The AI is made using Deep Reinforcement Learning and Unity ML-Agents.

### RE WORK SF Deep Learning Summit workshop speaker (01/2019)

- Invited at this international conference to speak at a workshop about curiosity in Deep Reinforcement Learning (2nd most booked workshop).

### Deep Reinforcement Learning Course (Founder) (03/2018 - Present)

- Series of articles and videos where we learn the main algorithms, and how to implement them with Pytorch and Tensorflow.
- Got multiple hats: coding, writing articles, learning to make videos on Youtube, making videos, editing them, communicating (mailing with Mailchimp, Reddit, Twitter, etc), exchanging with students...
- Medium Top writer in AI and FreeCodeCamp 2018 Top contributor award.
- The course is a success with 3,100 GitHub stars, 45,000+ claps, and 5,000 reads per week.

## LANGUAGES

French

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency