



Thomas LAMSON

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ROBOTICS AND AI ENGINEER

Creative, analytical, curious and proactive

EXPERIENCE

- ◇ **2020** **CEA Saclay | Research Intern in Symbolic AI** *Saclay, France*
 - Fundamental research activity in symbolic artificial intelligence.
 - C++ development of an Active Learning method for planning domains learning.
 - Literature survey, research paper writing, mathematic formalism.

- ◇ **2019** **EEXAR | Augmented Reality Engineer, start-up** *Shanghai, China*
 - Entrepreneurial mission for a start-up launched after a one-year long gestation.
 - Augmented reality solution development on Unreal Engine 4 (using C++, OpenCV).
 - HR tasks and technical team management, organization of MVP development.

- ◇ **2018 – 2019** **BA Systèmes | Robotics Engineer** *Mordelles, France*
 - European collaborative projects in robotics:
 - COROT (4M€, 8 partners in 2 countries),
 - COROMA (7M€, 16 partners in 6 countries).
 - Commercial offer and exploitation plans writing, hosting of creative workshops.
 - Mechanical conception and aesthetics design of a new autonomous guided vehicle.

- ◇ *Summer 2016* **BA Healthcare | Robotics Engineering Intern** *Mordelles, France*
 - Mechanical design in team for a healthcare robotics application.

EDUCATION

- ◇ **2019 – 2020** **CENTRALE SUPÉLEC** *Paris, France*
Master of Science – Artificial Intelligence
 - Foundations of: Machine Learning, Optimization, Symbolic AI, etc.
 - Specialization in: Reinforcement and Deep Learning, Computer Vision, Game Theory.
 - 6 research level projects in international teams of 3 to 4 members.

- ◇ **2017 – 2019** **RENNES SCHOOL OF BUSINESS & INSA RENNES** *Rennes, France*
Master of Science – Innovation & Entrepreneurship
 - Innovation: Creative Problem Solving, Design Thinking, Blue Ocean, etc.
 - Business Models, Business Plans, Pitch, Innovation Marketing, UX Design.
 - Entrepreneurship project in a team of five, later concretized as Eexar in Shanghai.

- ◇ **2013 – 2017** **INSA RENNES** *Rennes, France*
Engineering degree in Mechanics and Automation
 - Computer aided design, Automation, Mathematics.
 - Materials and structures resistance, Fluids mechanics, Solids mechanics.
 - Numerical machining, 3D Printing, Metrology controls.

SKILLS

Software skills: CATIA, Solidworks, MATLAB, Blender, Excel, Word, Powerpoint
Game engines: Unreal Engine 4, Unity 3D
Programming: C++ (CUDA, OpenGL/CV), Python (Tensorflow, Scipy...), Java, Js, HTML/CSS
French: mother tongue | **English:** fluent – TOEFL iBT 104/120 | **Japanese, Italian:** basic proficiency

PERSONAL INTERESTS

Creation of a discussion platform about sciences and philosophy (> 1000 members).
Programming, machine-learning, video-game projects on Unreal Engine 4 and Unity3D, gamejams.
Research readings and technological watch in computer science, fundamental physics, biology, etc.