Nicolas Porcel

Software Engineer at DeepMind

Experience

2019- Software Engineer, DeepMind, London.

present As part of the Worlds team, I build environments for AI research. For the first 2 years, I was the lead engineer on the development of 3 environments that lead to a research publication at a major machine learning conference: Alchemy, Diplomacy and XLand. Now, I am developing a library that allows researchers to procedurally generate 3D environments so that they can rapidly test research ideas and develop large scale experiments. This library is used by a wide range of research groups across the company.

2015-2018 Software Engineer, Amadeus IT Group, Sophia Antipolis (France).

I worked on a revenue management system used by many major airlines across the world. The main challenges were to build a reliable, scalable and high throughput platform. My main contributions were improving the performance of the system and improving software engineering best practices of the team (code review and unit testing). I also worked on the development of UI written in Angular to provide insight on how the revenue management system is performing.

Education

2014-2015 Master of Computing, National University of Singapore, Singapore.

2011-2014 Engineer's degree, Master of Engineering, Supélec, Paris.

One of the top-ranked French School of Engineering.

2011-2012 License of Mathematics (3rd year of University), University of Paris XI, Orsay.

2009-2011 Classe préparatoire aux grandes écoles, *Masséna High School*, Nice (France).

Two years of preparatory course for the entrance exam to the French *Grandes Ecoles*.

Computer skills

Advanced C#, C++, Python, Linux, Bash Intermediate Java, Javascript, CUDA, SQL

Languages

French Mother tongue

English Fluent

Spanish Intermediate

Interests

Open source Write enhancements and fixes for various open source applications including ansible, the Linux Kernel, GnuPG and sshguard.