

Etienne Tack

PhD Student

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📅 May 08, 1996
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SKILLS

Computer Programming

Python C++ Java Prolog

JavaScript

Databases (DBMS)

PostgreSQL MySQL NoSQL

GIS

Operating Systems

Linux (Debian, Archlinux) Windows

Text Processing

LaTeX Suite LibreOffice

LANGUAGES

French	English	German
C2	B2	A2

WORK EXPERIENCE

PhD Computer Science Student at UNC and INSIGHT (September 01, 2021 - Present)
PhD Student

Subject: Development of hybrid multi-agent systems guided by data science, and environmental applications

Supervised by Frédéric Flouvat frederic.flouvat@unc.nc and Jean-Marie Fotsing jean-marie.fotsing@unc.nc and directed by Gilles Enée gilles.enee@unc.nc, under a CIFRE contract with INSIGHT.

SPC (South Pacific Community) (May 01, 2021 - August 31, 2021)

Data Analyst Intern

The main task was to build data visualisations with Power BI for open datasets. And secondly, make monitoring dashboards to follow the health and status of SPC services

🔗 <https://www.spc.int>

University of New-Caledonia (March 01, 2020 - October 31, 2020)

Computer Science Intern, M2 Level

Study of the socio-spatial dynamics of informal settlements: an approach based on a multi-agent model. Supervised by Frédéric Flouvat frederic.flouvat@unc.nc and Gilles Enée gilles.enee@unc.nc and Thomas Gaillard thomas.gaillard@ecosophy.nc and Nazha Selmaoui-Folcher nazha.selmaoui@univ-nc.nc

EDUCATION

University of Caen (September 01, 2018 - September 01, 2020)
Master's degree in Computer Science, DOP (Decision and OPTimisation) With Honours

🔗 <https://www.info.unicaen.fr/master/info/dop>

University of Caen (September 01, 2014 - June 01, 2018)
Bachelor's degree in Computer Science Standard Pass

🔗 <https://www.info.unicaen.fr/licence/info>

Lycée Alain Chartier, Bayeux (High School) (September 01, 2011 - June 01, 2014)
Scientific Baccalaureate Standard Pass

PROJECTS

Resolution of Repeated Hedonic Games

Annual Project, M1 Level

Supervised by Grégory Bonnet gregory.bonnet@unicaen.fr

- Creation of a simulator that runs several hedonic games* to observe how the formation of agent coalitions evolves
- Implemented Eigen Thrust to aggregate the local preferences of agents and obtain a global ranking
- **Hedonic Game**: game that models the formation of groups of agents when they have preferences regarding the group to which they belong