# **Etienne Tack**

PhD Student

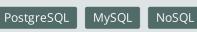
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## SKILLS

#### **Computer Programming**



#### Databases (DBMS)



GIS

#### **Operating Systems**



## Text Processing



## 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 <u>frederic.flouvat@unc.nc</u> and Jean-Marie Fotsing <u>jean-</u> <u>marie.fotsing@unc.nc</u> and directed by Gilles Enée <u>gilles.enee@unc.nc</u>, 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

Computer Science Intern, M2 Level

(March 01, 2020 - October 31, 2020)

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

#### **EDUCATION**

University of Caen Master's degree in Computer Science, DOP (Decisi and OPtimisation) https://www.info.unicaen.fr/master/info/dop	(September 01, 2018 - on September 01, 2020) With Honours
University of Caen Bachelor's degree in Computer Science ⇔ https://www.info.unicaen.fr/licence/info	(September 01, 2014 - June 01, 2018) Standard Pass
<b>Lycée Alain Chartier, Bayeux (High School)</b> Scientific Baccalaureate	(September 01, 2011 - June 01, 2014) 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