



Valentin Charvet

PhD

Machine Learning Researcher

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EDUCATION

2019- Current	University of Glasgow - School of Computing Science Worked within the <i>Inference, Dynamics and Interaction</i> group, under supervision of Roderick Murray-Smith and Sebastian Stein (and formerly Bjørn Sand Jensen)
PhD	Dimensionless Bayesian Model-Based Reinforcement Learning Research Interests: <ul style="list-style-type: none">• Robustness in Model-Based Reinforcement Learning [2]• Probabilistic Models and Approximate Inference [4]• Physics-based models and equivariance
2015-2019	Télécom Paris - Université Paris-Saclay One of the top French Engineering schools
MSc	Majored in DataScience and Machine Learning
2013-2015	Lycée aux Lazaristes Two-year intensive foundation course for competitive entrance in French engineering schools. Majored in Mathematics and Physics, president of the student union for one year

EXPERIENCE

09/22-04/23	Aegean Airlines and University of Glasgow <i>Research Associate at UoG</i> , 7 months internship Took part in collaboration project between School of CS and Aegean Airlines. Developed prototype for tickets price elasticity based on probabilistic generative models
2020-2022	Machine Learning in Science - University of Glasgow <i>Part of the Organization Committee</i> ML in Science is a student-led organization that aims to bring together practitioners of ML in scientific research. We organised a series of colloquium as well as a conference in July 2022 https://ml-in-science.github.io/webpage/
Spring 2018	Intitut Gustave Roussy <i>Machine Learning Research</i> , 6 months internship Institut Gustave Roussy is one of the world leading cancer research institutes for patient care, research and teaching Initiated a research project in the Therapeutic Innovation and Early Drug Development Department (DITEP) to design a decision support tool for doctors in the context of oncology early clinical trials [1, 3]
Fall 2017	Claravista <i>Machine Learning Engineer</i> , 6 months internship Claravista is a Paris-based high performance marketing firm Implemented a LifeTime Value algorithm based on Random Forests and Markov Chains, integrated the API to Claravista back-end data analytics platform
Summer 2016	OLPC (NGO) , volunteership Teaching basic computer science in a remote village in Madagascar, technical maintenance of educational laptops and installation of a local intranet network
2016 - 2017	Student Bar , Manager Responsible of a team of 15 people and 100k€ annual budget as well community management

PUBLICATIONS

- [1] Guillaume Beinse et al. “Prediction of Drug Approval After Phase I Clinical Trials in Oncology: RESOLVED2”. In: *JCO Clinical Cancer Informatics* 3 (2019). PMID: 31539266, pp. 1–10. DOI: 10.1200/CCI.19.00023.
- [2] Valentin Charvet, Bjørn Sand Jensen, and Roderick Murray-Smith. “Learning Robust Controllers Via Probabilistic Model-Based Policy Search”. In: *Robust ML Workshop - ICLR 2021* abs/2110.13576 (2021).
- [3] Valentin Charvet et al. “Natural Language Processing for Patient Selection in Phase I or II Oncology Clinical Trials”. In: *JCO Clinical Cancer Informatics* 5 (2021). PMID: 34197179, pp. 709–718. DOI: 10.1200/CCI.21.00003.
- [4] Anders Kirk Uhrenholt, Valentin Charvet, and Bjørn Sand Jensen. “Probabilistic selection of inducing points in sparse Gaussian processes”. In: *Proceedings of the Thirty-Seventh Conference on Uncertainty in Artificial Intelligence*. Ed. by Cassio de Campos and Marloes H. Maathuis. Vol. 161. Proceedings of Machine Learning Research. PMLR, 2021, pp. 1035–1044.

PROJECTS

Masters Project - Distributed Density-Based Clustering

Implementation of a density-based clustering algorithm with Apache Spark. The method implemented is inspired by OPTICS algorithm https://github.com/vcharvet/density-based_clustering
Supervised by Umut Simsekli

Masters Project - Scientific Paper Implementation

Implementation of the paper *Deep Reinforcement Learning from Human Preferences* (Christiano et al, 2017)
Code repo: <https://github.com/vcharvet/project-rl>

Machine Learning Challenges

Took part in three internal challenges: Acoustic Scene Classification, Face Recognition and Object Geolocation (code and report available at <https://github.com/vcharvet/geoloc-challenge>) using machine learning and numerical optimization

LANGUAGES

French (native)

English (professional)

Spanish (basic)

HOBBIES

- Former member of several student societies: video, student union...
- Music: listening, playing with band, production on Ableton
- Collective sports, alpine skiing, road cycling