



# SAMUEL LOURY

Resourceful Computer Scientist

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June 24 1987



## EXPERIENCE



Cosmo Tech

Lyon

June 2017 – Ongoing **Technical Lead**

- Scaling up the Cosmo Tech complex system solution to work on Google Kubernetes Engine (SaaS).
- Supervise a team modeling complex plannings and a team modeling crowds.
- Wrote a framework to publish models computations.

Oct 2015 – June 2017 **Modeling engineer**

- Worked in a model simulating the impact of investment decisions on the death of millions of aging assets with RTE.
  - Added several investment types, improved the budget model.
  - Scaled up the model on google gcloud platform.
- Modeled crowds in an airport (2D walking surfaces & queues) focusing on explaining the delays due to high crowd density.
- Modeled big plannings (~100K tasks spanning ~2 month) with several constraints (sequence, resources availability, unscheduled events...), focusing on explaining the bottlenecks.

Oct 2014 – Oct 2015 **Data modeler**

- Modeled Petrogal's energy network during the TopRef project.
- Created state of the art surrogate models using python-sklearn.

Feb 2012 – Oct 2014 **Developer**

- Joined the company to develop the complex system agent based modeling platform (in C++).
- Worked on agents communication, scheduling & probing.
- Worked on the continuous integration using cdash and build tool-chain with cmake & ctest.



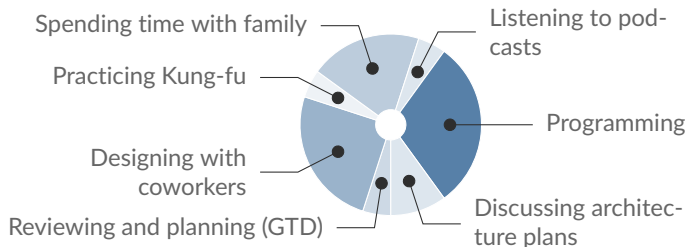
Dassault Systèmes

Vélizy-Villacoublay

Sep 2010 – Dec 2011 **Developer**

- Developed the first version of the asynchronous infrastructure of CATIA V6.

## A DAY OF MY LIFE



## VALUES IMPORTANT TO ME

- Learning & sharing
- Co-creation
- Tolerance
- Transparency
- Rigor
- Pragmatism
- dog fooding
- serendipity

## INTERESTS

- Life hacking
- Second brain (GTD, Roam)
- Zettelkasten
- Go game
- Scientific skepticism
- Cognitive psychology

## MOST PROUD OF



**Automating the boring stuff**

Automatized my work with a command line tool that shortly became the official company tool and defined the workflow



**Innovation**

Won a company innovation prize creating a virtual reality debugger of a crowd model



**Fun**

Made the work life funnier (monthly random lunch group draws, VR & laser game events...)

## EDUCATION

### MOOCs

- 2020 **FUN MOOC** Reproducible Research
- 2017 **FUN MOOC** Big Data Fundamentals
- 2014 **IDEAL** DvelopmentAI Learning
- 2014 **FUN MOOC** Evolutionary Optimization

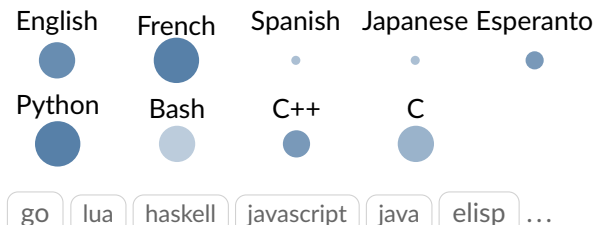
### School

- 2015 **Pec'num<sup>2015</sup>**  
Space filling samplings and optimization techniques
- 2010 **Grenoble INP ENSIMAG**  
Graduated as **Engineer in Applied Mathematics & Computer Science**  
Specialized in virtual reality and image processing

## PROFESSIONAL STRENGTHS

- Full stack
- Resourceful
- Rigorous
- Focused
- Open minded
- Team player
- Curious
- Abstract thinker
- Engaged

## LANGUAGES



## TOOLS & TECHNOLOGIES

