

PHILIPPE LEMAY

Data Scientist, developer, researcher

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SUMMARY

I combine my expertise in data science, programming, research, and user-centered methodology to help teams and companies develop products that people will use and enjoy!

I love exploring new areas, domains and problems, and then transferring/applying my knowledge and skills to them. As a lifelong learner, researcher and developer, I embrace new challenges.

EXPERIENCE

Data scientist

LudoStudio

📅 2008 - Present [Longueuil, QC](#)

- analyse, visualize, and interpret data
- build data visualizations and dashboards
- program scripts using AI (LLMs, NLPs) that extracts online data or within documents
- develop online surveys, questionnaires, scripts and databases programming;
- manage development and research projects

Full stack developer

LudoStudio

📅 2011 - Present [Longueuil, QC](#)

- program custom scripts to manage / optimize processes, products, and orders; develop product configurators; bridge with CAD automation (PHP / MySQL / NodeJS custom scripts)
- full stack website development of about 50 websites (WordPress, HTML, CSS, JavaScript, PHP, MySQL, React, NodeJS)
- development of day trading algorithms (Python, data visualization, simulation, machine learning optimizations)

Financial Data Analyst

Personal account

📅 2020 - Present [Location](#)

- Develop trading algorithms for day trading using technical indicators
- Real time stock market analysis and monitoring
- performance optimisation using advanced stats, big data and deep learning

Adjunct Professor

School of Industrial Design, University of Montreal

📅 2002 - 2008 [Montreal, QC](#)

- taught courses and workshops on human factors, experiences and interactions, computer workshops, research methodologies (Ph.D. seminars), design workshops; at undergraduate & graduate levels
- was a research director for master and doctoral students
- lead or collaborated on multiple research projects with U of Montreal, École Polytechnique and HEC Montréal
- wrote several articles and gave international conferences (Germany, USA, Japan)

SKILLS

Python **R** **SQL** **Numpy**

Pandas **Matplotlib** **Plotly**

Tableau **Azure** **Google Cloud**

Statistics **Machine Learning**

Modeling **Time-Series Analysis**

Research **Software development**

User-centered research

Big Data **Spark** **PySpark**

Scikit-learn **Keras** **TensorFlow**

PHP **HTML** **CSS** **JavaScript**

React **NodeJS** **Vue**

KEY ACCOMPLISHMENTS

Optimized industrial processes

Development of a custom web app/backend for a manufacturing company that reduced processes from 6 weeks to 10 minutes and eliminated almost all human errors.

Creation of a Graduate Program

Responsible for the creation, approval, launch and management of the first Canadian graduate program in game design (U of Montreal).

QUALITIES



Curious

Love to learn new subjects & tools, and to explore new avenues



Adaptive

Comfortable in many contexts, formal/casual, academic/business, scientific/artistic.



Excellent writing skills

Can produce well-thought, well-written documents



Bilingual

French and English, written and spoken

EDUCATION

Certificate in Data Science

TÉLUQ University

📅 2022 - 2023

- Courses in Data Science, Programming, Big Data, Artificial Intelligence, Data Warehouses, etc.
 - Certificate of Excellence - University Honorary List 2024
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PhD. in General Psychology

University of Lausanne, Switzerland

📅 1994 - 1999

- Thesis: The statistical analysis of dynamics and complexity in psychology : a configural approach (written in English).
 - *Faculty Award* (October 2000).
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Master degree (D.E.A.) in Cognitive Science

École Polytechnique (X), Paris

📅 1993 - 1994

- Research paper: Dynamics of decision making under uncertainties. Experimental study with the 2-arm bandit.
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Bachelor (Licence) in General Psychology

University of Lausanne, Switzerland

📅 1989 - 1993

- Theoretical paper: Complex dynamic system theory.
- Research paper: Modelling the evolution of psychiatric patients' states using two non-statistical methods (written in English)

PROJECTS

Programming

Optimisation of manufacturing production : custom scripts

PHP/MySQL/HTML/React/NodeJS for managing parts, orders and products.

- Bedcolab, 2002-2003
 - Lincora, 2019-
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Research projects

Collaborations on research projects about *life cycle analyses* (CIRAIG: École Polytechnique - HEC Montréal - U of M); *functional comfort in offices* (Working environments research group - U of M); perception of built environment (Landscape and Environment Chair, U of M).

- What was a successful outcome of your work? (e.g. Raised \$3,000 for the charity)
-

Websites

40+ websites, done solo or in collaboration with Gemini (WordPress, Joomla, complete management of sites, domains, DNS, cPanels, etc), including a few eCommerce sites (WooCommerce, Moneris, PayPal, GlobalPayment)

- What was a successful outcome of your work? (e.g. Raised \$3,000 for the charity)
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iOS Apps

App development for the Parcours & Puzzles concept; games, puzzles and story creation; iOS programming; illustration; app design; marketing.

- Chaos aux Quais (LudoStudio, 2013)
 - La Tombe de Père Rocket (LudoStudio, 2011)
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Books

Book design for the Parcours & Puzzles concept; game, puzzles and story creation; book design; illustration, layout and editing; book publishing.

- Les Trésors Du Capitaine Longuépée, (LudoStudio, 2011)
- La CIPHER A Disparu (LudoStudio, 2011)
- Puzzîles (LudoStudio, 2011)