








Hedwin **BONNAVAUD**

PROFILE

 November 16th 1996
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Citizenship: **French**

Family: **Single without children**

LANGUAGES

FRENCH ● ● ● ● ●
ENGLISH ● ● ● ● ●

SKILLS

Programming languages

Python, C++, OCaml, Java,
JavaScript, HTML, CSS, PHP, QML,
C#

Tools

Symphony, PyTorch, NumPy, ROS,
Git, Docker, LaTeX

Hardware

Debian, Arch, Qtile, SDDM,
Apache

EXPERIENCE

- 2021-25 ATER (Temporary teaching and research associate)**
Including 107 hours of teaching
at ISAE-Supaero
- 2021-25 PhD (ongoing) in reinforcement learning and automated planning**
Mixed approaches to achieve autonomous robot mission tasks
using AI Planning and Reinforcement Learning
at ISAE-Supaero
- 2021 Master internship in research**
Sequential skills learning using reinforcement learning
and intrinsic motivation.
at LIRIS (CNRS)
- 2019 4 months Undergraduate internship then 2 month fixed-term contract**
at ORTEC
- 2018 Full-time employed bartender**
at inter Celtic festival of Lorient
- 2017 Volunteer bartender**
at inter Celtic festival of Lorient
- 2015-16 General Vice President**
at Turbulence association (student association)
- 2015 (7 months) Multi-skilled salesperson**
at Primark Lyon
- 2014-15 Facilitator**
Leisure center: 4 to 12 years old childrens **at CLE La Doua**
Summer Camp: 4 to 12 years old childrens **at LCPA**
Summer Camp: 5 to 13 years children **at IGESA**

EDUCATION

- 2021-25 PhD (ongoing) in reinforcement learning and automated planning**
at ISAE-Supaero
- 2019-21 Master in computer science and artificial intelligence**
at Claude-Bernard university Lyon 1
- 2018-19 Exchange semester**
at Ottawa university
- 2015-18 Computer science undergraduate degree**
at Claude-Bernard university Lyon 1
- 2014 summer camp counsellor degree (BAFA)**
- 2012-14 high-school - Soccer refereeing sports section**
at Frédéric Faÿs high school

CONTRIBUTIONS

- 2025 Reachability Graph Learning With Reinforcement Learning**
Control For Robotic Tasks
International Conference on Control and Robotics Engineering (ICCRE)
- 2023 Learning State Reachability as a Graph in Translation Invariant**
Goal-based Reinforcement Learning
Transactions on Machine Learning Research (TMLR)

PROJECTS

- rlnav Environnements de navigations pour l'apprentissage par reinforcement**
github.com/hbonnavaud/rlnav 
- sciborg Librairie d'apprentissage par reinforcement**
github.com/hbonnavaud/sciborg 

Voir plus ici : <https://hbonnavaud.fr/projects> 