

Cristian Garcia

Data Scientist + Developer with Background in Maths & Physics

Contact Info

- email: cgarcia.e88@gmail.com
- cel: (+57) 3148627978
- linkedin: <https://www.linkedin.com/in/cgarciae/>

Summary

Data Scientist and Developer with background in maths and physics. My two passions are programming and deep learning, I consider myself a strong programmer/developer given my experience creating real world applications and my love for functional programming, however my area of interest has always been scientific computation and enjoy programming deep neural networks in tensorflow.

Experience

- AristaDev - Cofounder/Developer: Cofounder and main developer on an Augmented Reality platform. I developed the mobile client and backend of Arista using technologies such as Unity3D, Elixir, Docker, Nginx, and PostgreSQL.
- PTK - Mathematical Developer (2015): Researched on strategies to optimize pickup planning in warehouses. Researched on technologies to create scalable multi-tenant software.
- Senseta - Data Scientist (2016): Developed a Linux and Windows python application for HR software to measure employee productivity.

Cleaned and analyzed large datasets using Spark and Zeppelin.

Created a service in Python for Entity extracting using NLTK. Created a generic ML prediction service using Scikit Learning and Flask.

- BD Guidance - Data Scientist (current): Designed the curriculum of various Data Science/ML courses. Evaluated various IoT platforms. Investigated technologies such as TensorFlow and OpenCV to run ML algorithms in IoT devices.

Open Source

- [phi](#): fluent functional programming in python.
- [dataget](#): download, extract and process popular machine learning datasets with a single line of bash or python.
- [tfinterface](#): develop structured models in tensorflow and get lots of functionality for free
- [cybrain](#): fast neural network in python, written in cython.
- [karma](#): MVC library for Unity3D

Areas of Interest

Data Science

Deep Learning/Neural Networks, Artificial Intelligence, Optimization/Heuristics, Mathematical Modelling, Agent-based Simulation, Network Analysis

Development

Functional Programming, Distributed Systems

Languages

- Spanish: native
- English: C2, bilingual school since 4 years old

Programming Languages

Python: 6+ years, Matlab: 6+ years, Mathematica : 3+ years, C#: 2+ years, Elixir: 2+ years, JavaScript: 1+ years, Dart: 1+ years, Cython: 1+ years

Mini-projects

C, Haskell, Java, Lisp, Scala, Elm, Rust, Coq, Julia

Tools/Frameworks

Data Science

[Tensorflow](#) (python), [Scikit Learn](#) (python), [Pandas](#), [Numpy](#), [NetworkX](#) (python), [Spark](#) (scala/python), [AnyLogic](#) (java)

Development

[Phoenix Framework](#) (elixir), [Flask](#) (python), [Graphine](#) (graphql + python), [Git](#), [Unity3D](#) (c#), [PostgreSQL](#), [MongoDB](#), [RethinkDB](#)

DevOps

[Docker](#), [Nginx](#)

Community

Organizations/Groups

- Co-founder of [Machine Learning Colombia](#)
- Co-founder of [Machine Learning Meetup Medellin](#)
- Founder of [colomb-ia](#)

Talks/Conferences

- [Deep Learning with TensorFlow](#) at Machine Learning Meetup Medellin
- [Introduction to Spark](#) at Machine Learning Meetup Medellin
- [Deep Learning & TensorFlow](#) at Big Data & Data Science Bogotá
- [Deep Learning with TensorFlow](#) at [pataconf](#)
- [Introduction to Deep Learning with TensorFlow](#) at [PyCon Colombia](#)
- [Scalable Deep Learning with TensorFlow](#) at [ScaleConf Colombia](#)
- [Machine Learning 2017](#) at Machine Learning Meetup Medellin
- [TensorFlow for Developers](#) at Machine Learning Meetup Medellin

Webinars

- [Deep Learning with TensorFlow](#) with BD Guidance on Youtube.
- [Introduction to Machine Learning](#) with BD Guidance on Youtube.
- [Neural Networks with TensorFlow for Image Recognition](#) with BD Guidance on Youtube.
- [Q-Learning with OpenAI Gym + Numpy](#) with BD Guidance on Youtube.

Videos

- [Deep Reinforcement Learning con TensorFlow para el entorno Lunar Lander de OpenAI Gym](#)

Projects

- [Basic ConvNet for the German Traffic Signs Dataset](#)

e-Learning

- [Machine Learning](#) by Andrew Ng on Coursera
- [Neural Networks for Machine Learning](#) by Geoffrey Hinton on Coursera
- [Intro to Artificial Intelligence](#) by Sebastian Thrun and Peter Norvig on

Udacity

- [Artificial Intelligence for Robotics](#) by Sebastian Thrun on Udacity
- [Deep Learning](#) by Vincent Vanhoucke (Google) on Udacity
- [Software Development Process](#) by Alex Orso on Udacity.

Things I Love

Papers

- [Playing Atari with Deep Reinforcement Learning](#) Mnih et al 2013 (Deep Mind)
- [Asynchronous Methods for Deep Reinforcement Learning](#) Mnih et al 2015 (Deep Mind)
- [Playing FPS Games with Deep Reinforcement Learning](#) Glample et al 2017 (Carnegie Mellon)
- [Deep Residual Learning for Image Recognition](#) He et al 2015 (Microsoft)
- [Dropout: A Simple Way to Prevent Neural Networks from Overfitting](#) Hinton et al 2014 (Toronto University)
- [Highway Networks](#) Srivastava et al 2015

Books

- [Reinforcement Learning: An Introduction](#) Sutton & Barto- 2017
- [Deep Learning Book](#) Ian Goodfellow, Yoshua Bengio and Aaron Courville - 2016

Hobbies

- Tennis
- Climbing (boulder)