Guim Perarnau

Machine learning engineer at Bloomberg

@ [name][surname]@gmail.com 🐦 @GuimPML 📍 London, United Kingdom
🔗 guimperarnau.com ⌨ github.com/Guim3 in linkedin.com/in/guimperarnau

Experience

Machine learning engineer
Bloomberg

📅 March 2018 – Present 📍 London, United Kingdom

- Built and deployed a ranker that sorts a live influx of news stories (200 per second) according to its relevance. Python, C++.
- Integrated the ranker with KFServing so we can interpret how a deployed model is making decisions in real time. Python.
- Created a large scale data pipeline that fetches, filters and enriches millions of news from different sources to create a ranking dataset. Also implemented strategies to reduce data bias. Python.
- Developed the back-end of a news clustering and summarization model. Designed its API for integration with internal services. C++.

Deep learning and computer vision engineer
Aframe

📅 June 2017 – March 2018 📍 London, United Kingdom

- Designed a face detection and recognition pipeline with faster than real time inference on live streamed video. The model was able to recognize new faces using only one image for training. Python.

Research engineer (internship)
Computer Vision Center

📅 Sept 2014 – June 2015 📍 Barcelona, Spain

- Developed a hand detector on a budget RGB camera. Accuracy of 97.44%. MATLAB, Python.
- Built a music symbol classifier to read music sheet pictures. It identified 31 symbols with an accuracy of 91.58%. MATLAB.

Education

Pre-PhD
Computer Vision Center

📅 Sept 2016 – Dec 2016 📍 Barcelona, Spain

Extended my master thesis, which was published and selected as an oral presentation in the NIPS Workshop on Adversarial Training.

M.Sc. in Computer Vision. Grade: 9.11/10
Autonomous University of Barcelona

📅 Sept 2015 – Sept 2016 📍 Barcelona, Spain

Graduated second in the class with 4 honors.

B.Sc. in Computer Science. Grade: 9.08/10
Autonomous University of Barcelona

📅 Sept 2011 – June 2015 📍 Barcelona, Spain

Graduated first in the class with 25 honors.

Publications

👥 Conference Proceedings

- "NSTM: Real-Time Query-Driven News Overview Composition at Bloomberg" (2020). In: *ACL*.
- "Invertible Conditional GANs for image editing" (2016). In: *NeurIPS Workshop on Adversarial Training*.

Technical skills

Machine learning Deep learning

Computer vision Back-end engineering

Python C/C++ LaTeX

Numpy SKLearn Pandas Git

Honors & awards

🏆 **Best final master dissertation** **2016**
Invertible Conditional GANs: change attributes of your face with GANs. Lua (+Torch). Grade: 10/10
`https://github.com/Guim3/IcGAN`

🏆 **Top 5 highest academic performance (M.Sc.)** **2016**
2nd position among 29 students.

🏆 **Highest academic performance (B.Sc) 2015**
Graduated first of a class of 89 students.

Projects

Unreleased video game
Personal project

📅 Nov 2017 – Present

Developing a video game and game engine from scratch as a hobby to fulfill both creative and engineering ambitions. C++.

Languages

English: fluent ●●●●●
Spanish: native ●●●●●
Catalan: native ●●●●●