Guim Perarnau

Machine learning engineer at Bloomberg

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🔗 guimperarnau.com   github.com/Guim3   in linkedin.com/in/guimperarnau

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.

Honors & awards

🏆 **Best final master dissertation**   **M.Sc. in CV, Sept 2016**
Invertible Conditional GANs: change attributes of your face (e.g. modify gender) using neural nets. Lua (+Torch). Grade: 10/10 Code available at `https://github.com/Guim3/IcGAN`

🏆 **Top 5 highest academic performance**   **M.Sc. in CV, Sept 2016**
2nd position among 29 students.

🏆 **Best final degree project**   **B.Sc. in CS, Dec 2015**
Map generation based on images taken with a UAV. MATLAB.

🏆 **Highest academic performance**   **B.Sc. in CS, Dec 2015**
Graduated first of a class of 89 students.

Experience

Machine learning engineer
Bloomberg

📅 March 2018 – Present   📍 London, United Kingdom

Deep learning and computer vision engineer
Aframe

📅 June 2017 – March 2018   📍 London, United Kingdom

Intern student
Computer Vision Center

📅 Sept 2014 – June 2015   📍 Barcelona, Spain

- Developed from scratch a hand detector on a budget RGB camera using machine learning. Accuracy of 97.44%. MATLAB, Python.
- Created a music symbol classifier to read pictures music sheets. It identifies 31 symbols with an accuracy of 91.58%. MATLAB.

Online courses

Stanford CS231n
Convolutional Neural Networks for Visual Recognition

📅 Jan 2017 – Apr 2017

Publications

👥 Conference Proceedings

- Perarnau, Guim et al. (2016). "Invertible Conditional GANs for image editing". In: *NIPS Workshop on Adversarial Training.*

Projects

Unreleased video game
Personal project

📅 Nov 2017 – Present

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

Optimizing neural network training
B.Sc. project

📅 Dec 2014 – Jan 2015

Optimized the forward and backpropagation step of an existing neural net implementation, improving its speed by 291%. C (+OpenMP).

Technical skills

Computer vision   Machine / deep learning   High performance computing

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Python   Lua (+Torch)   MATLAB   C (+OpenMP)   LaTeX

Languages

English: C1 level   ●●●●○

Spanish: native   ●●●●●

Catalan: native   ●●●●●