

# Guim Perarnau

## Machine learning engineer at Bloomberg

✉ [name][surname]@gmail.com     @GuimPML     London, United Kingdom  
 guimperarnau.com     github.com/Guim3     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++.
- Created an end-to-end ML pipeline that continually and automatically generates a dataset of millions of news, trains a new ranker and evaluates it against the previously deployed ranker. Python.
- Integrated a ranker with KFServing to interpret how a deployed model is making decisions in real time. 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 NeurIPS 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

Git




Numpy

SKLearn

Torch

Pandas

## 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

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