Guim Perarnau

Machine learning engineer at Bloomberg

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- @GuimPML github.com/Guim3
- **♀** London, United Kingdom 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++.
- 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
- Parcelona, 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

Parcelona, 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

math Sept 2011 - June 2015

Parcelona, Spain

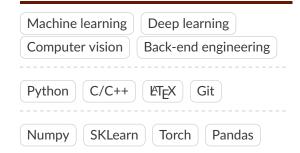
Graduated first in the class with 25 honors.

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



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

Mov 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