

IAN RIERA SMOLINSKA

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SKILLS

Languages	Python · JavaScript · Bash/Shell · SQL · C/C++
Tool Stack	Linux (Ubuntu) · Git · Docker · GCloud · DVC
Libraries	PyTorch · MLflow · PyVista · OpenCV · Open3D · Trimesh · Scikit-Learn · Pandas
Frameworks	ROS · Vue.js · Django
Fields	MLOps · 3D Vision · Sensor Fusion · Object Detection/Tracking · NLP
Management	Agile(Scrum) · DevOps · Trello · Notion

EDUCATION

M.Sc. in Computer Vision - Top 5 Student Award	Oct. 2020 – Sept. 2021
Universitat Autònoma de Barcelona — Computer Vision Center (CVC)	Barcelona, Spain
M.Sc. in Telecommunications Engineering	Oct. 2017 – Jul. 2019
La Salle - Universitat Ramon Llull (URL)	Barcelona, Spain
B.Sc. in Telecommunications Engineering	Sept. 2011 – Sept. 2017
Universitat Politècnica de Catalunya	Barcelona, Spain

EXPERIENCE

Machine Learning Engineer	April 2025 – Present
coatingAI	Barcelona, Spain
• Dataset generation. Implemented GPU-accelerated Ray Casting for Image-to-Mesh Reprojection, achieving a 10× reduction in runtime.	
• Model Customization: Continuous development and refinement of proprietary in-house models.	
• Model Evaluation: Analyzed and visualized training metrics to assess model performance and guide improvements.	
• Model Deployment: Containerization of the models and framework code. Deployment as a GCloud service and job.	
• Model Maintenance: Implemented incremental learning strategies to enable continuous model updates in production environments.	
Computer Vision Engineer	May 2022 – April 2025
coatingAI	Barcelona, Spain
• 3D Object Tracking Pipeline: Developed a ROS-based pipeline for real-time 3D object tracking.	
• Perception Algorithms: Implemented object detection, segmentation, and pose estimation techniques.	
• Point Cloud: Designed and optimized algorithms for 3D point cloud reconstruction, processing, and matching.	
• Full-Stack Development: Contributed to the development of web applications using Vue.js and Django.	
Computer Vision Engineer	May 2021 – May 2022
Beamagine - Perception Research Team	Terrassa, Spain
• Implemented multi-modal CNN-based 2D pedestrian detector.	
• Implemented CNN for LIDAR-based 3D pedestrian detection.	
• Developed point cloud visualization and annotation tools using Qt Creator and OpenGL.	
Junior Project Manager	Jul. 2019 – Aug. 2020
ITnow - Backends & Cloud Support	Barcelona, Spain
• Architecture: CPU & Memory capacity plan, alert monitoring, security compliance, and continuity plan.	
• Cloud: Agile team, migration, application deployment, and A/B testing. Jenkins and K8S.	
Internship	Mar. 2018 – Jul. 2018
Barcelona City Council - Systems and Operations	Barcelona, Spain
• Proof of concept of NLP-based chatbot. Python app, tkinter GUI and wit.ai.	
• Connectivity with email, calendar and internal information database.	