

IVAN ERIC DÍAZ ARENAS

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Date of birth: 25.02.1999
Place of birth: Monterrey, Nuevo Leon, Mexico

SUMMARY

Mechatronics engineer with a strong interest on machine learning algorithms within the robotics field. Working experience at a german robotics startup and research experience on a mexican autonomous vehicles team.

Check my latests projects and refer to more information: https://ivan5d.github.io/ivan_diaz.github.io/

WORK EXPERIENCE

Evocortex GmbH - Machine Learning Department - Nuremberg, Germany - April 2022 to April 2024

Undergraduate thesis (score 1,3 in European Credit Transfer):

- Title: Object Detection System Implementation for an Autonomous Mobile Robot using a Synthetic 2D-RGB Data Generation Approach.
- Problem (dataset shift): training with purely synthetic data (computer rendered images) significantly reduces the object detection rate in real world industrial scenarios (initial tests obtained a mean average precision lower than 50%).
- Contribution: following the domain randomization approach, the performance of neural networks during the detection task achieved an mAP slightly over 60% on real-world scenarios.

Working student (thesis work continuation):

- Problem: synthetic data used for training still lead to key undesirable False Positives and False Negatives on real-world scenarios.
- Task 1: internal structure analysis of a YOLO-based neural network to implement saliency maps that could explain the network's focus point on the image during the detection task, following both a gradient-based-method algorithm and an agnostic one. With this information, the synthetic data strategy was constantly adapted and tested.
- Task 2: pipeline implementation for synthetic data generation using deep diffuse models based on Stable Diffusion (SD) v1.5 and ControlNet neural network (NN) structure.

PROJECTS

VantTec - Unmanned Underwater Vehicle (UUV) project - Monterrey, Mexico - Project leader July 2023 to 2024

Computer vision department:

- Problem: diffuse models do not consider the mathematical underwater image formation model (attenuation coefficients) when rendering images in underwater applications.
 - Contribution: ControlNet-based NN structure specialized in underwater applications for controlling diffuse models during the image renderization. (In progress)
- Underwater image color recovery for underwater applications based on Sea-thru implementation.
- Review of Visual SLAM for underwater applications using 3d Gaussian Splats and Neural Radiance Fields (in progress)

Software department:

- Manipulation and usage of UUV's sensors, such as Barometer, Hydrophone, IMU and Camera, as well as CAD design and small Computational Fluid Dynamic analysis.
- Integration of UUV's main repository based on ROS towards ROS2. (In progress)
- Underwater gazebo robotics simulation for the UUV aimed for testing the control system. It contains plugins for thrusters, sonar simulation, camera's visual distortions, among others. (In progress)

PUBLISHED PAPERS

Education field - Monterrey, Mexico

- [Conference paper] 2022 IEEE Global Engineering Education Conference (EDUCON): A Digital Twin implementation for Mobile and collaborative robot scenarios for teaching robotics based on Robot Operating System.
- [Article paper] 2024 Education Sciences: Disciplinary Competencies Overview of the First Cohorts of Undergraduate Students in the Biotechnology Engineering Program under the Tec 21 Model
- [Targeted for IROS 2025]: LLM-Planner based on a low-level feedback system.

EDUCATION (DOUBLE DEGREE PROGRAM)

University - Instituto Tecnológico y de Estudios Superiores de Monterrey (Tec de Monterrey)- Monterrey, Mexico - 2018 to June 2024

B.S. Mechatronics Engineering with tuition scholarship of Mario J. Montemayor Foundation

University - Hochschule für Technik und Wirtschaft des Saarlandes (HTW Saar)- Saarbrücken, Germany - 2021 to 2024

B.S. Mechatronik/Automatisierungstechnik with scholarship HTW Saar for international students

SKILLS

Language skills: Spanish (mother tongue), English (TOEFL PBT 583, CEFR B2), German (Goethe B2), French B2 studies

Software skills: Python, Pytorch, Robotic Operating System, Docker, Blender, Blender API, Solidworks, Ubuntu, TIA Portal, Gazebo Robotics Simulator, Isaac Sim, OpenCV, Git, GIMP, Windows, Svelte.