

PEDRO VENTUROTT

Machine Learning Engineer

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SUMMARY

Self-taught Machine Learning Engineer. Self-driven and independent learner. Python lover and very interested in ML applied to the Tech Industry, especially Embedded Systems, Power Systems, Renewable Energy, NLP, and Computer Vision.

EXPERIENCE

ReflexAI

Machine Learning Engineer

Remote
03/2024 - Present

- Worked on simulation creation for various training scenarios.
- Created tools and products to allow internal and external customers to create simulations on their own.

Quilt.ai

Machine Learning Engineer

Remote
11/2021 - 03/2024

- Led development initiatives in machine learning, specializing in tasks such as clustering, classification, vector embeddings, and text/image generation using technologies like Numpy, Scikit-Learn, PyTorch, HuggingFace, ChatGPT, and Llama.
- Drove MLOps strategies for seamless transition of ML solutions from development to production, optimizing models for efficiency and scalability. Employing tools such as Docker, Kubernetes, AWS Sagemaker, GCP Cloud Run, FastAPI, ONNX optimization, and model quantization to ensure robust and optimized deployment pipelines.

Kerberos.io

Part-Time Machine Learning Engineer

Remote
06/2021 - 11/2021

- Integrated the surveillance solution at Kerberos.io with a computer vision pipeline for custom object detection, implementing the stages of data processing, training, and inference within the Kubeflow environment.

Freelancing

Machine Learning Engineer

Remote
02/2021 - 06/2021

- Worked on ML projects based on different client requirements involving Data Preprocessing, Time-Series Prediction and Recurrent Neural Networks.

EDUCATION

Federal University of Espírito Santo, Brazil | B.S. in Electrical Engineering 08/2010 - 08/2017

Stanford University on Coursera | Machine Learning Course and Deep Learning Specialization 01/2019 - 03/2019

SKILLS & INTERESTS

Technical MLOps (SageMaker, Docker, Kubernetes, Kubeflow, Kafka, GCP, Prefect, Cloud Run, ONNX), Python (Numpy, Pandas, Scikit-Learn, StatsModels, LifeLines, sktime,

Tensorflow, PyTorch, Matplotlib, Plotly, Flask, FastAPI), Machine Learning (Logistic/Linear Regression, SVM, RF, Naive Bayes, KNN, K-Means, Time-Series ML, Deep Learning, NLP, Computer Vision), Prompt Engineering (ChatGPT, Llama3), Data Processing and Cleaning, Auxiliary tools (Jira, Git)

Language English, Portuguese

PROJECTS

Vehicle Type Classification Using Simulated Trajectory Data | GitHub/Medium

- Predicted type of vehicles based on simulated trajectory data with an achieved F1-Score of 0.87.

Music Genre Classification Using Waveform Features | GitHub/Medium

- Classified music into 10 different genres using features extracted from waveforms with an achieved accuracy of 68.5%.

Character-level Short Text Generator | GitHub/Medium

- Scrapped sentences from the Star Wars Wikipedia Website and developed a short text generator using Deep Learning.