

MACHINE LEARNING ENGINEER . LUNIOR RESEARCHER

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I am an IT engineer with experience in computer science and artificial intelligence. My skills rely on formal work experience and independent research related to Deep Learning, Machine Learning, and Mathematics. Currently, I ended a temporal Machine Learning Engineer position at Mobia Latam. Additionally, I work on ML projects as a part-time Junior Researcher in DeepARC Research. Despite my experience with computer vision applications, I am willing to work on any AI/ML project to broaden my knowledge.

Education

Yachay Tech University

Urcuqui, Ecuador

B.Sc in Information Technology

April 2015 - March 2020

• Received the Cum Laude recognition, CGPA 9.3/10, second-best grade of the promotion.

Experience

Machine Learning Engineer

Santiago, Chile

Mobia Latin America April 2022 - Jul 2022 · 4 mos

- Developed a multistream license plate recognition system by assembling an Nvidia deepstream pipeline, training 3+ models with the Nvidia
 TAO toolkit, and periodically sending data streams to a Kafka Apache cluster for further use-cases.
- · Lead a small ML team for building an end-to-end LPR system by using a Kanban method to deal with incremental software deliveries.

Junior Researcher | Co-founder

Urcugui, Ecuado.

DEEPARC RESEARCH

June 2021 - Present · 1 yr 2 mos

- Increased and encouraged AI/ML research opportunities for young undergraduates by co-founding a non-profit organization, including the collaboration of 11 members and sending 15+ articles to international conferences and journals up to date.
- Created an international network/cooperation between the University of Pernambuco, Brazil, and Yachay Tech, Ecuador, by participating in a reinforcement learning research based on **Deep Q-Learning** for goal-oriented navigation.

Research Intern Thuwal, Saudi Arabia

KING ABDULLAH UNIVERSITY OF SCIENCE AND TECHNOLOGY (KAUST)

March 2021 - Aug. 2021 · 6 mos

- Implemented Image2StyleGAN from scratch using **PyTorch** for adding further experimentation consisting in a cross-domain embedding between Anime and Human Faces **StyleGAN** generators, resulting in an article poster presented at EEML Summer School 2021 organized by **DeepMind**.
- Implemented 5 subsequent image processing tasks (morphing, style transfer, expression transfer, inpainting, and super-resolution) to interpret my StyleGAN embedding results.

Machine Learning Engineer

Santiago, Chile

DIGEVO - OMIA AI GROUP

July 2020 – March 2021 · 10 mos

- Improved the performance of a precision farming system based on **MaskRCNN** by adding 3 additional sub-tasks (tracking, counting, and spatial correlation) using TensorFlow, **OpenCV**, PyTorch, and **Pandas**.
- Increase the files formats capacity of an **Airflow ETL service** by adding 3+ transforms components to process metadata flows into a database.

Junior Researcher | Coordinator | Undergraduate Researcher

Urcuqui, Ecuador

YACHAY SCIENTIFIC COMPUTING GROUP (SCG)

Feb 2019 - Apr 2022 · 3 yr 3 mos

• Researched an extended project for initializing an ACO algorithm with random walks and an evaluation through PCA, resulting in an article.

gramming CNN for classification using Keras (TensorFlow), published at IEEE Access.

- Supervised 3+ research projects supporting undergraduate students by suggesting programming and conceptual practices, culminating in 2 thesis projects in chemistry and biology and 2 research articles on computer vision for breast cancer detection and smart agriculture.
- Researched a vanilla path planning issue based on Ant Colony Optimization (ACO) as part of my undergraduate thesis, published at LACCI 2019.

Projects

ALPR System

Source Code

Developed the entire process (data preparation, training, deployment) for an Automatic License Plate Recognition (ALPR) system using Nvidia TAO Toolkit, Nvidia Deepstream SDK, and Kafka Apache.

Covariance Tensor

Source Code

Developed a method to extract image features using tensor decomposition to model data in one step-forward by pro-

Medium Blog

Created a blog on Medium to increase my professional exposure by publishing regular posts about Deep Learning, Machine Learning, and Learning Techniques.

OSCAR-GUARNIZO

Skills

SKILLS

Spanish (Native) | English (TOEFL C1 - 104/120)

Confident

Python | Latex | C | PyTorch | Tensorflow | Nvidia Deepstream | Nvidia TAO Toolkit

Familiar

Matplotlib | Pandas | OpenCV | Docker | Kafka | Amazon AWS | Airflow | Unix

Coursework

Artificial Intelligence & Neural Networks Fundamentals of Programming* Databases Management Operating Systems Functional Programming** Computer Graphics & Image Processing Probabilities and Statistics**

MOOC TRAINING

Deep Learning Specialization
Video AI Applications on Jetson Nano
Machine Learning
Data Structures + Algorithms
Learning How to Learn
Neuromatch Deep Learning Academy 2021

*Teaching Assistant

**Research Assistant

Publications

PUBLISHED

- Fonseca R, **Guarnizo O**, Suntaxi D, Cadiz A, Creixell W. *Convolutional Neural Network Feature Extraction Using Covariance Tensor Decomposition*. IEEE Access. 27 Apr 2021; pp. 9:66646-60. (Open Access, Peer-reviewed)
- J. Pereira, D. Suntaxi, **O. Guarnizo**, F Villalba, and D. Almeida. *Comparison between Two Novel Approaches in Automatic Breast Cancer Detection and Diagnosis and its Contribution in Military Defense*. Springer, Singapore, 2021; pp. 12. (Peer-reviewed)
- O. Guarnizo and I. Pineda. Three Dimensional Adaptive Path Planning Simulation Based On Ant Colony Optimization Algorithm. The Sixth IEEE Latin American Conference on Computational Intelligence LA-CCI, IEEE. 11 Nov 2019; pp. 1-6. (Peer-reviewed)
- J. R. González, F. P. Zhapa, **O. V. Guarnizo** and F. Ortega-Zamorano. *Successive Adaptive Linear Neural Modeling for Equidistant Real Roots Finding*. Third Ecuador Technical Chapters Meeting (ETCM), IEEE. 15 Oct 2018; pp. 1-6. (Peer-reviewed)

NOTE: conferences and presentations about my research work can be found in RESEARCH and my PORTFOLIO.

Leadership & Awards

- 2022 **Best Research Poster Award EEML Summer School 2022**, Award Recipient at Vilnius, Lithuania · Virtual. Awarded as a top 5/100 best research poster during the EEML Summer School 2022 poster sessions organized by **DeepMind**
- Scientific Computing Summer School 2021 Organizer, Organizing Committee Member at Urcuqui, Ecuador · Virtual.

 Coordinated the SCG summer school 2021 plan to increase the exposure of the research group by addressing machine learning topics and reaching around 300 national/international applications, including Ecuador, India, Greece, Colombia, among others.
- Deep Learning and Computer Vision Instructor, Associate Instructor at Urcuqui, Ecuador · Virtual.

 Lectured 23+ undergraduate students 4 hours per week during two months on an "Introduction to Deep Learning and Computer Vision" course by imparting deep learning fundamentals, particularly studying convolutional neural networks and transfer learning.
- Higher Education Scholarship, Scholarship Recipient at Ibarra, Ecuador.
 Hold a scholarship covering \$22.000 for all undergraduate expenses from 2015-2020, conferred to outstanding students by Instituto de Fomento del Talento Humano (IFTH) & SENESCYT.
- Top Finalist International Tournament (TuApp 2019), Finalist at Tabasco, Mexico.

 Selected as a top 60/200 finalist in an international innovation contest for high-achieving Latinx talent in tech by presenting an app based on computer vision and augmented reality for license plate recognition.
- Volunteer ENES Training Program, Associate Instructor & Volunteer at Ibarra, Ecuador.

 Lectured 15+ low-income high school students 4 hours per week during 4 months for the higher education admission exam by imparting fundamental math concepts and problems, reaching 90% students obtaining high scores of over 900/1000.
- 2018 **Top Finalist International Tournament (TuApp 2018)**, Finalist at Lima, Peru.
- 2017 **Volunteer Program: Use and Diffusion of Technologies**, Volunteer at Quito, Ecuador.
- Yachay Open Source Software Club, Member at Urcuqui, Ecuador.
 Participated in weekly meetings and programs for encouraging the usage of open-source software tools in society and build networks on and off-campus by organizing yearly the Latin American Festival of Open Source Installation Flisol.

Certificates

- 2022 **Deep Learning Specialization**, Virtual Student at Coursera · Virtual.
 - Working on the specialization, including 5 courses: 1. Neural Networks and Deep Learning, 2. Improving Deep Neural Networks, 3. Structuring Machine Learning Projects, 4. Convolutional Neural Networks, and 5. Sequence Models (ended 3/5 courses until now).
- 2022 Building Video AI Applications at the Edge on Jetson Nano, Virtual Student at Nvidia Deep Learning Institute · Virtual.
- 2022 Machine Learning, Virtual Student at Coursera · Virtual.
- 2022 Master the Coding Interview: Data Structures + Algorithms, Virtual Student at Udemy · Virtual.
- 2022 Learning How to Learn: Powerful mental tools to help you master tough subjects, Virtual Student at Coursera · Virtual.
- Neuromatch Summer School 2021, Interactive Student & Project Lead at Los Angeles, United States · Virtual.

 Selected as an international participant for a three-week intensive training program based on theoretical DL modeling and computational techniques, culminating in a transfer learning project for MRI Tumor Classification using PyTorch and Kaggle Dataset.
- 2021 **Eastern European Machine Learning Summer School 2021**, Apprenticeship at Budapest, Hungary · Virtual. Selected as one of 500+ international participants for a one-week highly competitive summer school on Deep Learning and Reinforcement Learning organized by **DeepMind** based on leadership potential and research skills, submitting an article reproduction *Image2StyleGAN*.
- Vilnius Machine Learning Workshop 2021, Apprenticeship at Vilnius, Lithuania · Virtual.

 Participated in a two-day workshop on Deep Learning, Reinforcement Learning, and Causal Inference for supporting the ML community.
- International Summer School on Deep Learning 2021, Apprenticeship at Gdańsk, Poland · Virtual.

 Selected as one of 300 participants international-wide for a one-week summer school on modern Deep Learning for high-achieving talent in research based on leadership and academic success.
- Workshop on Mathematical Introduction to Reinforcement Learning, Apprenticeship at Lahore, Pakistan · Virtual.

 Selected as one of 100 participants international-wide for a three-day practical workshop on RL mathematical fundamentals, reviewing model-based, value-based, and policy-based methods, connecting with two RL experts.
- 2020 **GMTK Game Jam 2020**, Apprenticeship at Virtual Space.
 Developed a retro video game in 48 hours named "Ride to the Heaven"
- 2018 **Workshop on Implementation of Genetic Algorithms in Wolfram**, Apprenticeship at Cuenca, Ecuador.
- 2017 Workshop on HPC, Big Data and Aplication I & II IBM Ecuador, Apprenticeship at Urcuqui, Ecuador.