Diego DORN

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Date of birth: September 30, 1999

cozyfractal.com github.com/ddorn



EDUCATION

_	Master's in Communication Systems and minor in Mathematics at EPFL	Lausanne 🛨
•	Focus on artificial intelligence, formal verification and complexity theory	2021 – present
_	Summer school "Science and Policy – How to bridge the gap?"	Interlaken 🛨
•	Summer school "Science and Policy – How to bridge the gap?" Topics: science for policy, science communication, open science, swiss policy landscape	July 2023
_	ARENA, Alignment Research Engineer Accelerator (arena.education)	London 🔀
•	6-weeks intensive training on interpretability, RL, training at scale + team projects	<i>May – June 2023</i>
•	ML for Good Bootcamp	Paris
	11-days AI safety camp organised by EffiSciences	August 2022
•	Bachelor's in Mathematics at EPFL	Lausanne 🛨
	Passed with a $5.42/6$ average and top $5/100$ of my year.	2018 - 2021

WORK EXPERIENCE

•	Research assistant in the Machine Learning Group, C Detecting goal misgeneralization with meta-models, with		Cambridge July – September 2023	
•	Teacher at the ML4Good summer school Delivery and improvement of 10 days of technical and co	Ü	Berlin	
•	Lead developper for SPRIG (sprig.ch)		Lausanne 🛨	
•	Developing a distributed platform to increase confidence Semester projects in Mathematical Logic and Game T	1 0	2022 – 2023 Lausanne 吐	
	Guided research, supervision of Jacques Duparc - "Infinite games in the Baire space", Bachelor thesis, Spring 2021		2021 – 2022	
	- "Between decidable logics: ω -automata and infinite games", Master's semester project, Spring 2022			
•	Teaching assistant at EPFL TA for 11 courses (8 different) for 1st and 2nd year bach.	elors:	Lausanne + 2019 - 2021	
	- Analyse I (real 1D analysis)	- Information, Calcul et	Communication	
	- Analyse II (vectorial analysis)	- Programation orientée	ıtée objet (C++ OOP)	
	 Analyse III (complex analysis) 	- MOOC Introduction to	C++	
	- Mathematical logic	nematical logic – MOOC Introduction to OOP in C++		
• Game development & small projects (cozyfractal.com/gamedev) • Creation of 10+ small games under strong time constraints for jams, a 2-dimensional EsoLang (Asciidots)				

VOLUNTEERING

communication

•	Founder of the Lausanne AI Alignment group Group for making AI beneficial and reducing related catastrophic risks Organisation of a 10-day bootcamp on AI Alignment, talks and a reading group	Lausanne •• 2022 – present
•	COO of Effective Altruism Lausanne Association aiming to find the best ways to help others and put them into practice	Lausanne ± 2022 – present
•	President of CQFD	Lausanne 🛨
	The mathematics students association of EPFL Member of the national organisation committee of the TFJM ²	2020 – 2021 Many places ■
•	The french tournament of young mathematicians - Coordination of 9 events across France, development of a new online infrastructure	2020 – 2021

SKILLS

- **Programming Languages:** Python (6000h), Rust (300h), Scala (200h), JavaScript / CSS / HTML (500h), LATEX, C/C++ (300h), Matlab, 6502/NES assembly
- Languages: French (native), English (fluent), Italian & German (basics, willing to learn more)
- Others: climbing (since 2006), juggling (on a bike), cooking (vegan), hot chocolate