

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 
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 May – June 2023
- **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, Cambridge University** Cambridge 
Research on goal misgeneralisation with N. Alex and D. Krueger July – September 2023
– Published “Goal Misgeneralization as Implicit Goal Conditioning” in GCRL Neurips workshop.
- **Teacher at the ML4Good summer school** Berlin 
Delivery and improvement of 10 days of technical and conceptual AI safety content. August 2023
- **Lead developer for SPRIG** (sprig.ch) Lausanne 
Developing a distributed platform to increase confidence in mathematical proofs 2022 – 2023
- **Semester projects in Mathematical Logic and Game Theory** Lausanne 
Guided research, supervision of Jacques Duparc 2021 – 2022
– “Infinite games in the Baire space”, Bachelor thesis, Spring 2021
– “Between decidable logics: ω -automata and infinite games”, Master's semester project, Spring 2022
- **Teaching assistant at EPFL** Lausanne 
TA for 11 courses (8 different) for 1st and 2nd year bachelors: 2019 - 2021
 - Analyse I (real 1D analysis)
 - Analyse II (vectorial analysis)
 - Analyse III (complex analysis)
 - Mathematical logic
 - Information, Calcul et Communication
 - Programation orientée objet (C++ OOP)
 - MOOC Introduction to C++
 - 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

- **Founder of the Lausanne AI Alignment group** Lausanne 
Group for making AI beneficial and reducing related catastrophic risks 2022 – present
– Organisation of a 10-day bootcamp on AI Alignment, talks and a reading group
- **COO of Effective Altruism Lausanne** Lausanne 
Association aiming to find the best ways to help others and put them into practice 2022 – present
- **President of CQFD** Lausanne 
The mathematics students association of EPFL 2020 – 2021
- **Member of the national organisation committee of the TFJM²** Many places 
The french tournament of young mathematicians 2020 – 2021
– Coordination of 9 events across France, development of a new online infrastructure and external communication

SKILLS

- **Programming**

- *Main hobby for the 10 last years. Many projects can be seen at cozyfractal.com/showcase.*

- **Python (6000h)** Some of the modules I enjoyed using in more than 2 projects each include: asyncio, click, einops, fastAPI, flask, jaxtyping, joblib, huggingface, kivy, matplotlib, moderngl, mypy, numba, numpy, pillow, plotly, poetry, pygame, pytest, pytorch, stable_baselines3, transformer_lens, typeguard
 - **Rust (300h), Scala (200h) and C/C++ (300h)**
 - **JavaScript / CSS / HTML (500h)** Also using, VueJS, TailwindCSS, typescript
 - **Other languages** \LaTeX (200h), 6502/NES assembly, Haskell, Matlab, Lean
 - **Tools** Vim, JetBrains IDEs, VS Code, git, Docker, sbatch, runAI, inkscape, OBS, Google Suite, ArchLinux (i3wm/sway)...

- **Languages:** French (native), English (fluent), Italian & German (basics, willing to learn more)

- **Others:** climbing (since 2006), juggling (on a bike), cooking (vegan), hot chocolate