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 L
	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 Research on goal misgeneralisation with N. Alex and - Published "Goal Misgeneralization as Implicit Coal Misgeneralization as Implicit Coal Misgeneralization as Implicit	D. Krueger July –	Cambridge September 2023 workshop.		
• Teacher at the ML4Good summer school Delivery and improvement of 10 days of technical and Lead developper for SPRIG (sprig.ch) Developing a distributed platform to increase confide Semester projects in Mathematical Logic and Gam Guided research, supervision of Jacques Duparc - "Infinite games in the Baire space", Bachelor the - "Between decidable logics: ω-automata and info	nce in mathematical proofs ne Theory nesis, Spring 2021	Berlin August 2023 Lausanne 2022 – 2023 Lausanne 2021 – 2022 ct, Spring 2022		
• Teaching assistant at EPFL TA for 11 courses (8 different) for 1st and 2nd year be - Analyse I (real 1D analysis) - Analyse II (vectorial analysis) - Analyse III (complex analysis) - Mathematical logic	 Information, Calcul et Comm Programation orientée objet (MOOC Introduction to C++ MOOC Introduction to OOP (C++ OOP)		
Game development & small projects (cozyfractal.com/gamedev)				

Creation of 10+ small games under strong time constraints for jams, a 2-dimensional EsoLang (Asciidots)...

OLUNTEERING			
• 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 President of CQFD The mathematics students association of EPFL	Lausanne ♣ 2022 – <i>present</i> Lausanne ♣ 2020 – 2021		
 Member of the national organisation committee of the TFJM² The french tournament of young mathematicians Coordination of 9 events across France, development of a new online infrastructure communication 	Many places 2020 – 2021 e and external		

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, streamlit, transformer_lens, typeguard
- Rust (300h), Scala (200h) and C/C++ (300h)
- JavaScript / CSS / HTML (500h) Also using, VueJS, TailwindCSS, typescript
- Other languagues 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