FABIO PARDO

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- linkedin.com/in/fabiopardo
- French nationality / born March 23, 1991

RESEARCH INTERESTS

I am interested in designing artificial agents able to learn a wide range of skills with minimal a priori knowledge. My current research lies in continuation of DQN, A3C, DDPG, NAF, TRPO, GPS, UNREAL and FuN, combining Reinforcement Learning and Deep Learning.

Reinforcement Learning, Deep Learning, Unsupervised Learning, Artificial Intelligence, Robotics.

EDUCATION

2016 - present

PhD in Computer Science

- @ Imperial College, Robot Intelligence Lab, London
- Deep Reinforcement Learning for robot control.

with Dr. Petar Kormushev and Pr. Andrew Davison

2014 - 2015

Master's degree in Computer Science

* with honors

- Pierre et Marie Curie University, Paris
- Artificial Intelligence, Machine Learning and Robotics.

2012 - 2014

Master's degree in Cognitive Science

* with honors

- @ ENS Ulm (École Normale Supérieure), EHESS and Paris Descartes University, Paris
- ➤ Computational Neuroscience, Brain Modeling, Machine Learning, Experimental Psychology, Philosophy, Social Science, Logic, Linguistic, Functional and Anatomic Imaging.

2009 - 2012

Bachelor's degree in Computer Science

* with honors

- Pierre et Marie Curie University, Paris
- Theories and applications in all Computer Science fields.

RESEARCH INTERNSHIPS

March 2015 – September 2015

Deep Reinforcement Learning for autonomous robot navigation

National Institute of Informatics, Inamura Lab, Tokyo

with Pr. Tetsunari Inamura

A variant of DQN (Google DeepMind's Deep Q-Network agent) is used to learn how to control the wheels of a virtual mobile base robot in order to reach a target in a maze using the raw image coming from a first person view camera.

September 2013 – June 2014

Multimodal concepts emergence for a humanoid robot in interaction with a human tutor

On Inria / ENSTA ParisTech, FLOWERS team, Palaiseau

with Pr. David Filliat

- A humanoid robot (Meka M1) learns, through interactions with a human, the concepts of shape and color. A Non-negative Matrix Factorization (NMF) algorithm is used to extract a dictionary of multimodal recurrent patterns. The tutor can point objects and give a description or test the learning by asking one. The robot's curiosity also guides the tutor to the less known objects through gaze.
- ★ My work has been presented as a poster at *the Mechanisms of Learning in Social Contexts* workshop at the ICDL-EpiRob 2015 conference.

Homeostatic engine for reinforcement learning agents

Optimal decision making based on a mixture of prediction experts

Onria / AgroParisTech, MIA unit, Paris

- with Dr. Laurent Orseau (now at DeepMind)
- ➤ An agent learns how to combine some predefined policies in order to handle internal variables, like the lack of energy and the CPU usage.
- ➤ An agent learns how to combine the predictions about future observations, made by some experts, to take optimal decisions.
- ► It has also been an opportunity for me to learn fundamental theories for Artificial General Intelligence, such as Kolmogorov complexity, Solomonoff induction and Universal Artificial Intelligence.

February 2013 – June 2013

Ontology visualization methods and their impact on the humans capacity for memory

@ UPMC, Lip6 ACASA team, Paris

- with Pr. Jean-Gabriel Ganascia
- ➤ We compared the effects on humans memory of various ways to represent ontologies such as indented lists, graphs and memory islands, a spatial representation similar to a web mapping.

MISCELLANEOUS

2016 - 2017

Graduate Teaching Assistant

- @ Imperial College, London
- Computing and Robotics.

2016

2 technical interviews for a Research Engineer role at Google DeepMind

Machine Learning, Computer Science, Mathematics, Statistics

2015

7 technical interviews for a Software Engineer role at Google

- @ Google Paris and Zurich
- Algorithms, Programming and Machine Learning.

2011 and 2012

Twice finalist of the French national Artificial Intelligence contest, Prologin

- @ École Polytechnique and EPITA, Palaiseau and Paris
- Artificial Intelligence, Algorithms, 36 hours of Programming.