

Gabriel HURTADO Technology Scout

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WORK EXPERIENCE

May 22 - now	Technology Analyst SONY, Paris, France Scouting technologies around the globe to establish collaborations and partnerships. Helping SONY to set the strategy for current and future development. Exploring research coming out of startups, R&D centers, universities and conferences. Performing technical due diligence, evaluating potential uses and implications of bleeding edge technologies. Focusing in: Computer Vision / Generative Models / RL & Robotics / VR / Sustainability
SEPT 21 - FEB 22	AI Applied Researcher ElementAI, Montreal, Canada Collaborated with other researchers to improve image recognition models. Lead a project on OCR. Tailoring transformers for document recognition, gaining 20% accuracy. Working on hot research areas such as Transformers and ViT. Models deployed to customer facing API.
JUNE 19 - SEPT 21	AI Research Engineer HUAWAI Paris, France Worked with Dr. Kegl along other top Machine Learning scientists on highly complex topics, mainly related to Reinforcement Learning. Developed a variety of generative models and an open-source library (RAMP) in collaboration with PARIS-SACLAY Center for Data Science in python and PyTorch. Organized a hackathon with over 200 students using our library. Multiple papers submitted at top conferences on this Model Based Reinforcement Learning project, one accepted at ICLR , mainly focusing on key properties of generative models in RL. Other papers currently under review.
FALL 16 & SUMMER 17	Research Internship SIEMENS Princeton, New Jersey Joined a research machine learning team, investigated SVM and Dynamic Bayesian Networks under the supervision of Dr. Rosca. Improved the accuracy by 35%. Came back to develop a probabilistic inference tool in C and Python. Sped up the inference process by a factor of two by adapting and tailoring a custom statistics library, for an embedded device.

EDUCATION

2018 - 2019	Masters in COMPUTER SCIENCE, Georgia Institute of Technology, USA Degree focused on Machine Learning and Deep Learning. GPA of 3.8/4
2015 - 2018	Engineering degree in COMPUTER SCIENCE, University of Technology of Compiègne, France Specialization in Data Science and Machine Learning. GPA of 3.9/4

PROJECTS

FACE GENERATION FROM LOW DATA - YOKAI.AI

Led a 4 month long freelance research project investigating the capabilities of GANs in very low data regime, generating new photos of a given person from only around 50 images. The results were used to convince investors.

MODEL-BASED MICRO-DATA REINFORCEMENT LEARNING

Wrote a paper on generative model applied to reinforcement learning, improving SOTA 2 folds on sample complexity on acrobot. Studied generative models and their properties. Accepted in a [RL workshop at NeurIPS](#) and at [ICLR](#).

DEEP LEARNING FOR STYLE TRANSFER

Applied Adaptive Instance Normalization for artificial aging of aerial views in PyTorch, Caffe and Tensorflow.

This Neural Style Transfer project was acknowledged in a [paper](#) by A. Benbihi at the International Conference on P.A.

LANGUAGES

FRENCH: Mother tongue ENGLISH: Fluent SPANISH: Fluent ITALIAN: Advanced RUSSIAN: Beginner

COMPUTER SKILLS

Advanced knowledge: PYTORCH, PYTHON, NUMPY, UNIX, KERAS, HYDRA, AWS, RAY, C, C++,
Knowledge of: TENSORFLOW, DOCKER, KUBERNETES, PROLOG, ~~TEX~~ L^AT_EX, MATLAB, R

INTERESTS AND ACTIVITIES

Machine Learning (founder member of DataVenture, a student association promoting AI)
Technology, Science, History, Languages, Cultures