Georgi Dikov

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EXPERIENCE

TomTom Amsterdam, Netherlands since Feb 2019

Software Engineer, Machine Learning

- Direct supervision of master thesis students resulted in work submitted for review at ICLR 2021 [1].
- Developed novel production-grade semantic segmentation models improving the overall precision by 4.1%.
- Maintained components of a pipeline for automated HD map production using AWS, Docker, Jenkins.

Volkswagen ML Research Lab

Munich, Germany

Intern, Master thesis

Dec 2017 - Aug 2018

- Developed a novel probabilistic neural network architecture learning approach using variational inference.
- Increased the accuracy of Bayesian convolutional networks on small datasets by up to 4%.
- Published as a conference paper at AISTATS 2019 [2], also presented in this blog post.

École Polytechnique

Paris, France

Research Internship Aug 2017 - Nov 2017

- Implemented a person identification attack on a GPS trajectories dataset using recurrent neural networks.
- Exposed undesirable properties of common differential privacy mechanisms wrt. utility of the protected dataset.
- Published as workshop conference paper at LocalRec ACM SIGSPATIAL 2019 [3].

Projects

Hypertunity | Python, Slurm, Tensorboard

Jul 2019 - Oct 2019

- A Python library for black-box hyperparameter optimisation, in particular Bayesian optimisation.
- Supports Tensorboard visualisation and distributed scheduling of experiments using Slurm.
- Open-sourced with continuous integration and documentation, see https://hypertunity.readthedocs.io.

EDUCATION

Technische Universität München

Munich, Germany Apr 2016 - Sep 2018

M.Sc. Computer Science

- Thesis on Bayesian neural network architecture learning at the Volkswagen ML Research Lab.
- Coursework in machine learning and computer vision with work published at **3DV** 2020 [4].
- Participation at the **DeepBayes** 2018 summer school on probabilistic deep learning in Moscow, Russia.
- GPA: 1.3 (1.0 highest, 4.0 pass)

Technische Universität München

Munich, Germany

Sep 2012 - Mar 2016

B.Sc. Computer Science

- Thesis on stereo-vision with spiking neural networks, published as a conference paper at Living Machines 2017 [5].
- Exchange semester at Université Pierre et Marie Curie, Paris, France.

SKILLS

Programming languages: Experienced with Python (NumPy, TensorFlow, PyTorch).

Technologies: Linux, Git, AWS, Docker, LATEX.

Spoken languages: Bulgarian (native), English and German (fluent), French (conversational).

Publications

- [1] E. Kassapis, G. Dikov, D. K. Gupta, C. Nugteren Calibrated Adversarial Refinement for Multimodal Semantic Segmentation. Preprint, under review at ICLR 2021.
- [2] G. Dikov, J. Bayer Bayesian Learning of Neural Network Architectures. Accepted at AISTATS 2019.
- [3] A. Di Luzio, A. C. Viana, K. Chatzikokolakis, G. Dikov, C. Palamidessi, J. Stefa Catch me if you can: how qeo-indistinguishability affects utility in mobility-based qeographic datasets. Accepted at LocalRec@SIGSPATIAL 2019.
- [4] V. Golkov, M. J. Skwark, A. Mirchev, G. Dikov, A. R. Geanes, J. L. Mendenhall, J. Meiler, D. Cremers 3D Deep Learning for Biological Function Prediction from Physical Fields. Accepted at **3DV** 2020.
- [5] G. Dikov, M. Firouzi, F. Röhrbein, J. Conradt, C. Richter Spiking Cooperative Stereo-Matching at 2 ms Latency with Neuromorphic Hardware. Accepted at Biomimetic and Biohybrid Systems - Living Machines 2017.