Personal information

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General description

Social anthropologist with a **PhD in computer science**, I am a **Bayesian Inference Engineer** working on data science, machine learning and causal inference.

In contrast to ad-hoc solutions, the strict application of probability theory (Bayesian approach) guarantees inter-subjective agreements in contexts of uncertainty, the foundation of empirical truths. In addition to offering unique and intuitive solutions, it allows to focus attention on the real problem since the specification of causal models is done using graphical methods that, not requiring special mathematical knowledge, are accessible to everyone. Although it is known to be the correct logic for the empirical sciences, its adoption was historically limited due to its high computational cost: instead of selecting a single hypothesis, the Bayesian approach evaluates each and every hypotheses according to the empirical and formal evidence (data and causal models). In recent decades, however, these costs have been largely overcome thanks to the development of efficient approximation methods and message-passing algorithms between model variables. The concrete example of all this is the publication of the first open version of the video game industry's state-of-the-art skill estimator (which I released in `Python`, `Julia` and `R`), which in addition to being intuitive for users, it solves inference efficiently even in causal networks with millions of nodes and irregular structures.

Work experience

2022 / 08 – In progress
Bayesian Inference Engineer – Freelance at UpWork
Machine Learning. Software development. Probabilistic programming. Git. Docker. ETL processes.

2016 / 02 – In progress
Graduate teaching assistance in Computer Science – Facultad de Ciencias Exactas y Naturales
Data structures. `C++`. Algorithms. `Python`. Functional programming. `Haskell`. Software specification.

2016 / 06 – 2022 / 06
Doctoral Fellowship in Computer Science – Instituto de Ciencias de la Computación CONICET
Artificial Intelligence. High Performance Computing. Bayesian and Causal Inference. Graphical models. `Julia`.

2015 / 07 – 2016 / 03
Coordinator of the areas of Public Opinion and Informatics – UNSAM-PASCAL
Database administrator. `SQL`. Measurement of social media. Survey design. Data analysis. `R`.

2014 / 01 – 2015 / 06
Data Engineer – High Performance Computer Lab. UBA.
Distributed computing. Parallel Programming. `MPI`. Shell script. Distributed Database.

2012 / 08 – 2013 / 05
Public policy evaluation – Ministerio de Desarrollo Social, Argentina
Ethnography. Social work. Impact evaluation. Community policies.

2008 / 08 – 2016 / 06
Data Scientist – Freelance at Grupo Antropocaos
Predictive models. Online betting. Optimal decision making. Database creation. Web scraper.

Software

The state-of-the-art skill model.

Article

Landfried G., Mocskos E. *TrueSkill Through Time: reliable initial skill estimates and historical comparability in Julia, Python and R*. In review at Journal of Statistical Software. Github 2021. Download

Code

`github.com/glandfried/TrueSkillThroughTime` (`Julia`, `Python` and `R`)

Education

2016 / 06 – 2022 / 06	PhD in **Computer Science**, Buenos Aires University
2012 / 08 – 2015 / 12	Licentiate in Computer Science, Buenos Aires University (Suspended after promotion to PhD)
2005 / 03 – 2009 / 12	Licentiate (BSc + MSc) in **Anthropological Sciences**, Buenos Aires University.

Teaching

University of Buenos Aires

2020 / 02 – In progress	*Bayesian Inference* (with `Julia`, `Python` and `R`). Faculty of Exact and Natural Sciences.
2019 / 08 – In progress	*One-on-one mentoring*. Director of master's thesis in the Department of Computer Science.
2019 / 02 – 2019 / 08	*Algorithms and data structures I* (with `C++`). Department of Computer Science.
2018 / 08 – 2019 / 08	*Introduction to Computer Science* (with `Python`). Department of Computer Science.
2018 / 08 – 2018 / 12	*Computational Social Science* (with `R`). Departments of Anthropology and Computer Science.
2016 / 02 – 2017 / 08	*Functional programming* (with `Haskell`). Department of Computer Science.
2010 / 02 – 2010 / 07	*Artificial Societies and Ethnography* (with `Netlogo`). Department of Anthropological Sciences.

Scientific events

→ **Poster**	Computer Science Research Day. Université de Buenos Aires, Argentine. 2022
Poster	3rd ESLR. Max Planck Institute for Evolutionary Anthropology, Leipzig, Germany. 2019
Poster	Machine Learning Summer School, MLSS. Torcuato Di Tella University, Argentina. 2018

Languages

Spanish	French	English
Native	C1	B2