

Artificial Intelligence | Software Engineer

Landfried, Gustavo

Nationality	Swiss - Argentine
Languages	English C1 French C1 Spanish native
Residence	Ciudad de Buenos Aires, Argentina.
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Bayesian inference. PhD Computer science. MSc Social anthropology.

- Promoter of the Latin American Bayesian community (bayesplurinacional.org)
- Causal reasoning based on the strict application of probability rules
- Developer and maintainer of open software in Python, Julia and R
- Solid experience in machine learning software development
- Outstanding methodological background in social sciences
- Fluent teamwork within interdisciplinary groups
- Technical reports accessible to diverse audiences

Work experience

2023 –	<i>Full-time researcher (75%) and teacher (25%)</i> – Computer Science Department UBA Research activities in applied data science, algorithms and artificial intelligence.
2022 –	<i>Bayesian causal data science</i> – Laboratorios de Métodos Bayesianos Specification and evaluation of alternative causal models in finance, health and sports.
2016 – 2022	<i>Graduate teaching assistance in Computer Science</i> – Buenos Aires University Teaching activities in various courses at the Computer Science degree. Master's thesis director in Computer Science and Seminar on Bayesian Inference.
2016 – 2022	<i>Doctoral Fellowship in Computer Science</i> – Instituto de Ciencias de la Computación Artificial Intelligence Lab and High Performance Computing Lab . Bayesian analysis of learning in video game communities (defense 2024/04)
2015 – 2016	<i>Coordinator</i> – National Audiovisual Audience Measurement System Coordinator of the areas of social sciences and computer technical support. Administration of the database and the automatic survey system.
2012 – 2013	<i>Social work</i> – Ministerio de Desarrollo Social, Argentina Impact evaluation of public policies and counseling for the “Argentina Trabaja” program.
2008 – 2016	<i>Data Scientist</i> – Grupo Antropocaos Formal methods in social sciences. Simulation and predictive models. Online bets.
Association	<i>Co-founder</i> – Bayes Plurinacional Organizer of the Plurinational Bayes Congress 2023 and 2024 (bayesplurinacional.org).

2016 – 2022
2012 – 2015
2005 – 2009

Education Buenos Aires University

PhD in **Computer Science**.

Licentiate in Computer Science. (Suspended after promotion to PhD)

Licentiate (BSc + MSc) in **Anthropological Sciences**.

Teaching Buenos Aires University

2023 –
2020 –
2019 –
2019 – 2019
2018 – 2019
2018 – 2018
2016 – 2017
2010 – 2010

Algorithms and data structures II (with Java). Department of Computer Science.

Bayesian Inference (with C#, Julia, Python and R). Faculty of Exact and Natural Sciences.

One-on-one mentoring. Director of master's thesis in the Department of Computer Science.

Algorithms and data structures I (with C++). Department of Computer Science.

Introduction to Computer Science (with Python). Department of Computer Science.

Computational Social Science (with R). Departments of Anthropology and Computer Science.

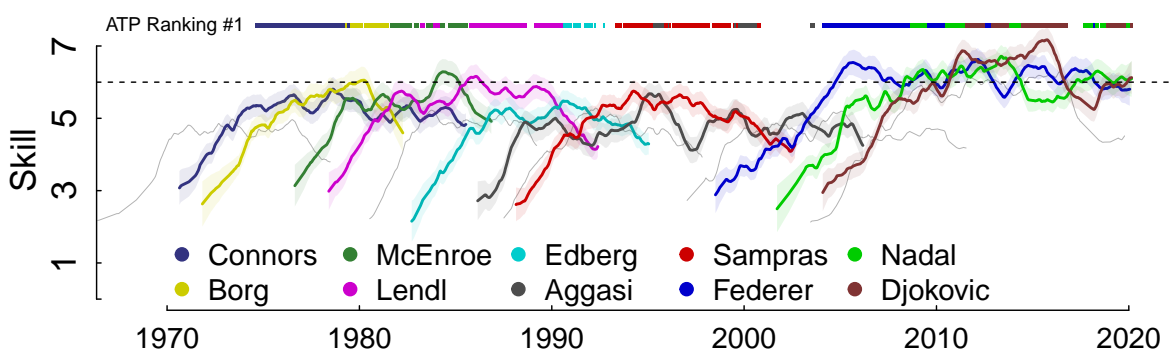
Functional programming (with Haskell). Department of Computer Science.

Artificial Societies and Ethnography (with Netlogo). Department of Anthropological Sciences.

Scientific research

Software

The state-of-the-art skill estimator: github.com/glandfried/TrueSkillThroughTime
Developer. Efficiently inference through distributed message-passing algorithms and analytical approximation methods, even in causal networks with millions of nodes and irregular structures.



Articles

○ Landfried, G., Cairo G., Mocskos E. *Boosting skills within Hyperconnected Population Structures by Peripheral Social Interactions*. Submitted to Journal of Computational Social Science. 2024.

○ Landfried G., Mocskos E. *TrueSkill Through Time: reliable initial skill estimates and historical comparability in Julia, Python and R*. In press at Journal of Statistical Software. 2023. [Download](#).

○ Landfried, G; Fernandez Slezak, D; Mocskos, E: *Faithfulness-boost effect: Loyal teammate selection correlates with skill acquisition improvement in online games*. PLoS one. 2019.

Software tools

Python (Pytorch, TensorFlow, Keras, PyMC, Scipy, Sklearn, Pandas, Numpy, ...), C++ (MPI), Julia (Turing, ...), R (Stan, ...), C# (Infer.NET, ...), Haskell, Bash (screen, ssh, vi, rsync, awk, ...), SQL, NoSQL, Git, Docker, Latex (Tikz), Html, ...