IGNACIO FERNÁNDEZ GRAÑA

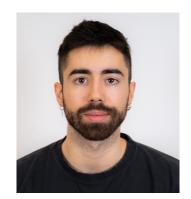
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O Delft. The Netherlands

inafergra

Physicist interested in the interplay between physics, mathematics and computer science, with a focus on Quantum Computing and Machine Learning. Motivated and self-driven learner, able to quickly adapt to different environments.



EDUCATION

MSc Applied Physics - Quantum Computing TU Delft

🛗 Sep 2020 - Present

♀ Delft, The Netherlands

- Quantum Computing and Quantum Devices track, covering a wide range of topics in quantum information science, quantum technologies, machine learning and computational methods.
- Part of the Honours Programme of the faculty. Research project on Approximating ground states with free-fermionic states on a quantum computer in the Applied Quantum Algorithms group in Leiden.
- MSc thesis: Digital-analog quantum simulation of quantum chemistry in the Quantum Matter and Artificial Intelligence group at TU Delft.

BSc Physics

University of Santiago de Compostela

- ♥ Santiago de Compostela, Spain
- 4 year bachelor with a broad spectrum within physics, including courses both in experimental and theoretical physics.
- Year abroad within the Erasmus Programme at University of Groningen, The Netherlands.
- BSc thesis: Deep Learning for Particle Recognition at the KVI center in Groningen, The Netherlands. Studied the use of Convolutional Neural Networks for particle recognition in particle physics experiments.

WORK EXPERIENCE

Research Intern - Machine Learning and Quantum Computing Fermionia B.V.

🛗 Jul 2022 - Oct 2022

♀ Amsterdam, The Netherlands

Responsabilities:

- Develop computational methods to build a quantum simulator using tensor networks.
- Study of techniques used in machine learning algorithms (message-passing algorithms) to contract tensor networks more efficiently.

Teaching Assistant - Quantum Sensing and Measurement TU Delft

♀ Delft, The Netherlands

Responsibilities:

- Preparing and grading homework assignments and exams
- Mentoring the students in the preparation of the course material and the final project.

SKILLS

- Languages: Python, Julia, Matlab, basic knowledge of C++
- Tools: Git, Linux, Latex
- Frameworks: Qiskit, Qutip, Cirq, Keras

PROJECTS

Percolation theory-based epidemic simulation (Apr 2021 - Jun 2021)

• Simulation of the spread of an epidemic using percolation theory models.

Sparsity as a regularization technique for Quantum Born Machines (Mar 2021 - Jun 2021)

 Study of the effect of sparsity as a regularization technique for Quantum Machine Learning models with Cirq.

Monte-Carlo simulation of the Ising model (March 2021 - Apr 2021)

 Monte-Carlo simulation of the 2D Ising model via the Metropolis and Wolff algorithms.

Molecular dynamics simulation of Argon atoms (Feb 2021 - Mar 2021)

• Simulation of a molecular system interacting via Lennard-Jones potential.

Quantum Approximate Optimization Algorithm for the Max-Cut problem (Oct 2020 - Jan 2021)

• Implemented QAOA from scratch using Qiskit.

LANGUAGES

English: Professional working proficiency

Spanish: NativeGalician: Native

• Italian: Elementary (learning at the moment)

PERSONAL INTERESTS

- Music: Guitar, keyboards, singing. Took part in several music bands.
- Sports: Handball, boxing, climbing.
- Puzzles: Rubik's cubes.

CERTIFICATIONS

- Deep learning specialization in Coursera (4 online courses)
- Participated in 8 international Erasmus+ Youth Meetings