Jorge Muñoz

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Personal statement

I am a remote Machine Learning Researcher/Engineer who works for startups of different countries (Mostly San Francisco, London and Spain). I have an MBA and I have also pursued a PhD in Artificial Intelligence. I was graduate with first class honors and I have been awarded several by the research and work done, both locally and internationally. I love math since I was very young and I have been finalist in s couple international math contest I joined in by hobby. I always working in a side research project related Deep Learning.

Education

October 2011 – November 2012	**MBA** Part Time at EOI (Escuela de Organización Industrial) Management School. Funded by EOI (see awards and prizes below). International stay in UCF for a week.
October 2008 – October 2011	Pursued **PhD** in **Computer Science and Artificial Intelligence**. Imitation learning in video games and development of believable non-players characters. Main author of several published **papers** in international congress about **Computational Intelligence** in games (CIG 2009, CIG 2010, UKCI 2010).
October 2007 – September 2008	Master in Computer Science and Information Technology. Specialization: **Artificial Intelligence**. University Carlos III of Madrid. Funded by the university.
October 2001 – November 2006	**Computer Science Engineering** (5 years career). Specialization: Artificial Intelligence. **Graduated with first class honours and best bachelor's thesis**. University Carlos III of Madrid.

Experience

January 2016 – August 2018	**Remote Machine Learning Engineer/Researcher** at **Chute** (**San Francisco, CA, USA**). I was the only one in charge of processing the data from social networks (Instagram, Twitter) in real time to create value insights. Chute was acquired in August 2018. Relevant projects:

- Multilabel image classification with **TensorFlow** and **TensorFlow Serving** (previously image classification with Caffe) in Python
- Aesthetic model to score the beautifulness of the images in TensorFlow
- Model in TensorFlow to create a perceptual hash of images using local and semantic information of images
- Library in Python to train, test and deploy TensorFlow and Caffe models
- Spam filter and user topics detection with Word2Vec and kmeans in Go
- Webapp in Ruby on Rails to organize the data for the image classification

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June 2017 – *April 2018*	**Remote contractor** as **Machine Learning Researcher** at **Good AI Lab** (**San Jose, CA, USA**). I was in charge to create **Deep Learning** research projects that run in ClusterOne for promoting and testing the platform. For example: https://medium.com/clusterone/personalized-medicine-redefining-cancer-treatment-with-deep-learning-f6c64a366fff
March 2013 – *September 2017*	**Android lead developer** in startups in **London** (Quipper, Shopcade) and as **remote contractor** (Appgree). Created AppHunt as a side project.
December 2010 – *February 2013*	**Entrepreneur period**. Startups and side projects with colleagues: - Comaware: new technology based on **Machine Consciousness** to control virtual characters in video games and autonomous robots. - Howmaths: Artificial Intelligence applied to math problems. An A* algorithms applied to solve math equation systems. - A video game engine for Android developed from scratch as a side project to use Artificial Intelligence to control the non-player characters and procedural content generation.
September 2009 – *January 2010*	Visiting **research** at "**Center for Computer Games Research**" **IT University of Copenhagen** (Denmark), group of **Artificial Intelligence** in video games. Working in controlling characters in video games throw an eye tracking system and neural networks.
October 2007 – *September 2011*	**Research staff** in training at **University Carlos III of Madrid**. I supervised several bachelor's thesis. Rated by the students as an exceptional teacher (2008).
December 2006 – *August 2007*	Sofware developer in Spain in several companies: GTD Ingeniería de Sistemas y Software; Secosol soluciones y domótica.

Research & Publications

- Several **papers** in international conferences and **book chapters** (see http://scholar.google.es/citations?hl=es&user=aHsYF-0AAAAJ for more details).
- Participation in scientific committee of international conferences (GECCO 2011, IADIS 2009).
- Complete list of publications publications: https://jorgemf.github.io/publications.html

Awards and prizes

2011	Winner team of the **Human-Like Bot** contest.
	Winner project (**Comaware**) in the **national contest** for **university entrepreneurs** organized by EOI. Awarded with an MBA at EOI and a study trip to Silicon Valley.
	Winner team of the 5th contests of ideas for creating scientific and technological based companies of the University Carlos III of Madrid with the project **Comaware**. Six months of incubation in the business incubator of University Carlos III of Madrid.

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2010	Winner team of the **2K BotPrize 2010** international contest. The 2K BotPrize is an adaptation of the Turing test to video games. Monetary prize of a $2,000 and a trip to 2K studios in Canberra, Australia.
	Winner of the Car Set-up Optimization competition (using TORCS as simulator). $500 prize.
2008	Rated by the students as an exceptional teacher, congratulated by the University Carlos III of Madrid
2006	**Graduated with first-class honours and best bachelor's thesis**. 2006.
2005	Scholarship for **outstanding academic achievement** in the course 2005-2006.
1999 and 1998	Finalist in the third edition of the national "**Spring Mathematics Contest**" held at the University Complutense of Madrid.

Media Appearances

October 2010	"Killer Bots Are Getting Human". John Bohannon. Science. Vol 330. no. 6000. pp. 30-31. **Science**. http://science.sciencemag.org/content/330/6000/30.2
October 2010	"The Awakening of Conscious Bots: Inside the Mind of the 2K BotPrize 2010 Winner", **aigamedev.com**. http://aigamedev.com/open/articles/conscious-bot/
September 2010	"Unreal Tournament 2010: Narrowing the Gap between Human and Bot". Surfdaddy Orca. **h+ magazine**. http://hplusmagazine.com/2010/09/10/unreal-tournament-2010-narrowing-gap-between-human-and-bot/
September 2010	"Un equipo español queda en primer lugar del 2K BotPrize 2010" ("A Spanish team win the 2K BotPrize 2010"). Lektu / Microsiervos. **lainformacion.com** http://www.lainformacion.com/ciencia-y-tecnologia/tecnologia-general/un-equipo-espanol-queda-en-primer-lugar-del-2k-botprize-2010_eB2nYg5smd9hxIN2WnHWR1/

Talks

March 2011	Guest speaker in the VI Days of Imaginática 2011. University of Sevilla. "*Conciencia Artificial en Videojuegos: diseñando máquinas más humanas*". ("Machine consciousness in video games: designing more human-like machines").

Idioms

Spanish	Native
English	Advanced (6.3/10 Duolingo Profiency Exam, equivalent to 93/120 in TOELF, 6.8/9 in IELTS or C1 in CEFR)

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