

Gábor Melis

Curriculum Vitæ

PROFESSIONAL EXPERIENCE

Staff Research Scientist at Google DeepMind 2015 –
Artificial Intelligence Research, London

My research focusses on language modelling, representation learning, generative modelling, optimization, with some computer science thrown in. Of special interest to me are probabilistic latent variable models. I'm a Bayesian, with an unfortunate empirical twist.

Consultant at Franz 2010 – 2015
Lisp Compiler Implementation, Oakland/Budapest

Worked on the Allegro CL Lisp environment mainly on native threading and on the query engine of the AllegroGraph triple-store.

Research Engineer at Ravenpack 2006 – 2009
Applied Artificial Intelligence, Marbella

Researching relationship between news and the stock market. Algorithmic trading.

Senior Software Engineer at Essnet 1998 – 2005
Gaming Services, Stockholm/Budapest

Oversaw design and architecture, conducted studies, evaluated technologies and tools.

AWARDS

- 2014, Kaggle Higgs Boson ML Challenge, 1st out of 1785
- 2012, Kaggle Stackoverflow Competition, 1st out of 161
- 2011, Google AI Challenge, 1st out of 4617
- 2009, Computer Games Olympiad, Hex, 3rd place
- 2008, Computer Games Olympiad, Hex, 1st place
- 2004, Computer Games Olympiad, Hex, 1st place
- 2003, Computer Games Olympiad, Hex, 1st place

SKILLS & STRENGTHS

- Machine learning
- Programming
- Self-driven
- Strong individual contributor

EDUCATION

PhD *Computer Science Department*
UCL, London
Thesis: Towards Better Generative Models of Language

MSc *Software Architect – Mathematician*
ELTE, Budapest
Major: Artificial Intelligence
Thesis: Adaptive Neural Networks and Fuzzy Logic

BSc *Programmer – Mathematician*
ELTE, Budapest

SELECTED PUBLICATIONS

- Adaptive Hashing: Faster Hash Functions with Fewer Collisions (*G. Melis, ELS 2024*)
- Mutual Information Constraints for Monte-Carlo Objectives (*G. Melis, A György, P. Blunsom, JMLR 2022*)
- Mogrifier LSTM (*G. Melis, T. Kočíský, P. Blunsom, ICLR 2020*)
- On the State of the Art of Evaluation in Neural Language Models (*G. Melis., C. Dyer, P. Blunsom, ICLR 2018*).

INTERESTS

My main interests are machine learning, programming, competitions and board games. I wrote Six, a Hex playing program that won the gold medal at several Computer Games Olympiads. Participated in the Netflix Prize and won the second [Google AI Contest](#). Also won the [Kaggle Stackoverflow](#) and [Higgs Boson](#) contests.

I am the author of various open-source libraries, which can be found on [github](#).

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