Gábor Melis
Curriculum Vitæ

Professional Experience

Research Scientist, DeepMind Ltd. 2015 –
Artificial Intelligence Research, London

Working in the Natural Language Processing group, mostly sticking to NLP but occasionally wandering into related areas such as representation learning and generative modelling.

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

Worked on the Allegro CL Lisp environment focussing on native threading, and on the query engine of the AllegroGraph triplestore.

R&D Engineer, Ravenpack Ltd. 2006 – 2009
Applied Artificial Intelligence, Marbella

Researching relationship between news and the stock market. Sentiment analysis of news. Filtering out redundant information from text. Breeding time series approximators using genetic programming. Named Entity Recognition for company names. Development and maintenance of Common Lisp programs.

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

Designed and implemented a programmable simulator for a proprietary network protocol. Designed and implemented a configuration management solution to support component based development. Member of the Terminal Design and Configuration Management groups overseeing design, architecture and controlling development. Member of the Terminal Research and Development group conducting studies, evaluating technologies and tools.

Honors & Awards

- 2014, Kaggle Higgs Boson ML Challenge, 1st place out of 1785
- 2012, Kaggle Stackoverflow Competition, 1st place out of 161
- 2011, Google AI Challenge, 1st place 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

Technical Skills

Machine Learning	Tensorflow
Common Lisp	Python
Linux	UNIX
C	C++

Born in Budapest, Hungary May 23, 1974
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Education

1995 - 1997	Software Architect – Mathematician *MSc*, ELTE, Budapest Major: Artificial Intelligence Thesis on Adaptive Neural Networks and Fuzzy Logic
1992 - 1995	Programmer – Mathematician *BSc*, ELTE, Budapest

Publications

- G. Melis, C. Dyer, P. Blunsom. On the State of the Art of Evaluation in Neural Language Models. In *ICLR 2018*.
- D. Yogatama, Y. Miao, G. Melis, W. Ling, A. Kuncoro, C. Dyer, P. Blunsom. Memory Architectures in Recurrent Neural Network Language Models. In *ICLR 2018*.
- T. Kočiský, J. Schwarz, P. Blunsom, C. Dyer, KM. Hermann, G. Melis, E. Grefenstette. The NarrativeQA Reading Comprehension Challenge. In *TACL 2018*.
- T. Kočiský, G. Melis, E. Grefenstette, C. Dyer, W. Ling, P. Blunsom, KM. Hermann. Semantic Parsing with Semi-Supervised Sequential Autoencoders. In *EMNLP 2016*.
- G. Melis. Dissecting the Winning Solution of the HiggsML Challenge. In *Proceedings of the NIPS 2014 Workshop on High-energy Physics and Machine Learning*.
- G. Melis, R. Hayward. Six wins Hex tournament. In *ICGA Journal, 2003*.

Interests

On a quite different track, I am also responsible for *Six*, a Hex playing program that won the gold medal at several Computer Games Olympiads. Naturally attracted to A.I. related fields I studied and prototyped online recommender systems, trust networks. Participated in the Netflix Prize, came 11th out of 700 in the first 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 including SVD, LSA, Boltzmann Machine, Backpropagation nets, Gaussian Processes implementations and a libsvm wrapper (see melisgl on github for a more complete list). As an SBCL developer, I worked on signal handling, threads, timers with small excursions to constraint propagation, weak hash tables and optimizing x86/x86-64 calling convention.