

Diego Cabo

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WORK EXPERIENCE

Bright AI

Senior Software Engineer

San Jose, CA

April 2025 – Present

- Architected a portable edge computing system that streamlines drone inspection workflows for electrical infrastructure, enabling operators to process imagery and generate AI-powered defect reports directly in the field without cloud connectivity.
- Developed containerized edge-API middleware that coordinates AI inference workflows and UI interactions to automate drone inspection reports, managing the entire data pipeline from image imports to report generation.
- Collaborated on AI model development and deployment pipeline architecture for computer vision applications, implementing training workflows for automated defect detection and multi-angle shot classification that achieved production-level accuracy.
- Customized kernel and OS image to ensure reliable edge performance and compatibility with custom hardware.
- Worked directly with the client and drone operators to iteratively improve the system based on field feedback, refining the system to meet practical operational requirements.

ArcBest Technologies

Robotics Engineer, Perception

Fort Smith, AR

January 2022 – April 2025

- Led a team of 5 engineers as technical lead for perception systems, mentoring team members and driving technical decisions while architecting and implementing 3D perception pipelines for autonomous navigation and obstacle avoidance.
- Coordinated the integration of a comprehensive sensor suite, including 2D/3D LiDARs, GMSL and PoE stereo cameras, ToF sensors, and monocular cameras, resulting in robust environmental awareness for autonomous operations.
- Pioneered the development of Deep Learning models for object detection and semantic segmentation, leveraging both real-world and synthetic data from NVIDIA's Isaac Sim to achieve production-grade accuracy in pallet detection, barcode recognition, and free space segmentation.
- Designed and implemented an innovative ultra-low latency streaming system enabling remote forklift operations across 1200 miles, successfully demonstrating complex warehouse operations including pick-up, drop-off, and bulk stacking.
- Orchestrated cross-functional collaboration between planning, controls, QA, and Customer Success teams to integrate perception and teleoperation systems into the production autonomy stack, ensuring compliance with industry safety standards.
- Optimized perception pipeline performance on NVIDIA's Jetson ORIN AGX platform utilizing TensorRT, achieving real-time processing capabilities for autonomous operations.
- Architected and implemented the department's current CI/CD pipeline, featuring multi-stage Docker builds across multiple repositories to enhance security and minimize image size, streamlining development and production deployments for the robotics platform.

University of Groningen

Teaching Assistant

Groningen, Netherlands

January 2020 - June 2020

- Managed the computer lab during practical sessions, fielding any questions regarding assignments for Machine Learning and Deep Learning Courses master's courses.
- Provided assistance to students with a variety of Machine Learning projects such as CNNs, RNNs, NLP, Reinforcement Learning, k-NN, random forests, among others. Utilized PyTorch, TensorFlow and Scikit-learn.
- Evaluated lab reports and assigned grades.

GMV

Software Engineer

Madrid, Spain

February 2018 – September 2018

- Provided L3 troubleshooting and support for the satellite control system. Using C++ and Java.

Entrol*Simulation Engineer***Madrid, Spain***January 2017 – February 2018*

- Programmed the behavior of multiple specific aircraft subsystems in C++.
- In charge of the simulator's Hardware/Software integration.

EDUCATION

University of Groningen**Groningen, Netherlands***MS in Artificial Intelligence**Graduation Date: October 2020*

- Thesis: An Approach to Lifelong Learning through Hierarchical Reinforcement Learning

University Carlos III of Madrid**Madrid, Spain***BS in Electrical Engineering**Graduation Date: May 2016***SKILLS & INTERESTS**

Skills: Robotics | C++ | Python | Rust | Go | ROS | Docker | PyTorch | Reinforcement Learning | Deep Learning | Computer Vision | Linux | Azure | Google Cloud | Git | NVIDIA Orin | TensorRT | CUDA | Isaac Sim | Gstreamer | PCL