DIEGO CABO

MACHINE LEARNING ENGINEER

CONTACT INFORMATION

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SKILLS SUMMARY

- Reinforcement Learning
- Deep Learning
- Machine Learning
- Robotics
- Computer vision
- NLP
- Python
- C/C++
- Java
- Matlab
- PyTorch
- TensorFlow
- Keras
- Scikit-learn
- SciPy
- ROS
- Dask
- luigi
- Google Cloud Platform
- AWS
- Docker
- Django
- MongoDB
- Cassandra

LANGUAGES

- English (Fluent)
- Spanish (Native)

WORK EXPERIENCE

Teaching Assistant
University of Groningen | Jan 2020 - Jun 2020

- In charge of the computer lab for the practical sessions, clarifying doubts regarding the assignments
- Helped students with problems in their code. Had to help with a wide range of ML/DL projects (CNNs, RNNs, NLP, Reinforcement Learning, random forests, k-NN...)
- Graded lab reports

For master level courses: Machine Learning and Deep Learning

Software Engineer
GMV | Feb 2018 - Aug 2018

- Provided L3 troubleshooting and support for the satellite control system
- As part of the L3 engineering team I worked on customer-reported problems, identified the root cause and applied fixes for them using C++ and Java.
- Worked in a collaborative environment following an Agile methodology.

Simulation Engineer
Entrol Flight Simulation Solutions | Jan 2017 - Feb 2018

- Alongside my mentor, I modeled the behavior of a new flight simulator based on the aircraft's flight manual and recorded real-time flight data
- Programmed the behavior of multiple specific aircraft subsystems in C++
- In charge of the simulator's Hardware/Software integration
- Generated the pertinent documentation for the different simulated aircraft subsystems
- In charge of assembling and configuring a simulator on the client's warehouse

EDUCATION

MSc in Artificial Intelligence
University of Groningen | Sep 2018 - Oct 2020

- Thesis: Hierarchical Reinforcement Learning Approach to Lifelong Learning

BSc Electrical Engineering
University Carlos III of Madrid | Sep 2012 - May 2016

- Thesis: Integrated Stereo Vision platform for 3D scene reconstruction with GPU parallel processing (CUDA using NVIDIA Jetson TK1)