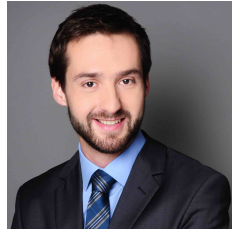


Curriculum Vitae



General Information

First and Last Name

Email

Website · LinkedIn · Github

Dr. Mikel Sagardia

sagardia.mikel@gmail.com

mikelsagardia.io · www.linkedin.com/in/mikel-sagardia/ · github.com/mxagar

Work Experience

Period

Position Held

Employer

Main Activities and Responsibilities

2022.04.01 – present (11 months)

Computer Vision and Machine Learning Engineer

Self Employed

- Contract work building machine vision and machine learning applications
- Consultancy and training on deep learning

Period

Position Held

Employer

Address of Employer

Main Activities and Responsibilities

2020.05.01 – 2021.12.31 (1 year and 8 months; currently on leave)

Senior Researcher

Vicomtech, Fundación

Mikeletegi 57, 20009 Donostia-San Sebastián (Spain)

- Coordinated and executed European and national projects
- Acquired new projects on computer vision, machine learning and robotics
- Supervised Ph.D. students

Period

Position Held

Employer

Address of Employer

Main Activities and Responsibilities

2019.03.01 – 2020.03.31 (1 year and 1 month)

Project Engineer in Machine Vision

MVTec Software GmbH

Arnulfstr. 205, 80634 Munich (Germany)

- Managed and developed machine vision projects for key industry partners
- Trained customers and distributors on 3D vision and robotics
- Presented the Anomaly Detection feature at the MVTec Innovation Day 2020
- Provided second level technical support in a broad spectrum of machine vision topics

Period

Position Held

Employer

Address of Employer

Main Activities and Responsibilities

2008.04.01 – 2018.12.31 (10 years and 9 months)

Research Engineer in Robotics

German Aerospace Center (DLR), Institute of Robotics and Mechatronics

Muenchner Str. 20, 82234 Wessling (Germany)

- Led a 5-year project that built a VR framework for satellite on-orbit servicing
- Researched into collision and force computation methods for haptic rendering
- Coordinated and executed cooperation projects for industry partners (VW, Bosch)
- Published of 22+ papers at IEEE T. on Haptics / ICRA / VR, ACM VRST
- Presented robotic applications on trade fairs and congresses (Automatica, VW, etc.)
- Supervised 20+ students during their master's theses and internships
- Best Video Award Finalist at the IEEE ICRA, 2014
- Best Paper Award at the 5th International Conference VAMR, 2013
- Short Paper Honorable Mention at the IEEE VR, 2012

Achievements and Awards

Education and Training

Period	2017.08 – present
Qualification	MOOC Certificates · github.com/mxagar/course_compilation
Selected Courses	<ul style="list-style-type: none">– Deep Learning Nanodegree (150+ hours) · Udacity– Computer Vision Nanodegree (120+ hours) · Udacity– Machine Learning DevOps Engineer Nanodegree (150+ hours) · Udacity– IBM Machine Learning Professional Certificate (85+ hours) · Coursera / IBM– Machine Learning (60+ hours) · Coursera / Stanford University– Statistics with Python Specialization (60+ hours) · Coursera / University of Michigan

Period	2013.12 – 2018.11
Qualification	Ph.D. in Electrical and Information Engineering (Dr.-Ing.), 2019
University	Technische Universität München, TUM (Germany)
Dissertation Title	Virtual Manipulations with Force Feedback in Complex Interaction Scenarios

Period	2002.09 – 2008.02
Qualification	M.Sc. in Mechanical Engineering (Ingeniero Industrial), 2008
Universities	Universidad de Navarra, TECNUN (Spain) and Technische Universität München, TUM (Germany)
Achievements, Awards and Scholarships	<ul style="list-style-type: none">– Second Best Diploma Thesis Prize · Association of Engineers of Gipuzkoa– Erasmus and Leonardo scholarships, exchange student at TUM– High School Excellence Award for university access · Basque Government

Technical Skills

Programming Languages	Python, C/C++, SQL, Bash, R, Matlab/Simulink
Machine Vision	Halcon, OpenCV, PCL
Machine Learning	Pytorch, Tensorflow & Keras, Scikit-Learn, Pandas, Matplotlib, Numpy, SciPy, NLTK, spaCy
Robotics	ROS, Eigen, Bullet Physics Engine
DevOps	Docker, Git & CI/CD, MLflow, W. & Biases, DVC, CMake, GoogleTest & Pytest
Web Apps	FastAPI, Flask, Streamlit, HTML & CSS
Cloud	AWS (SageMaker, EC2, Lambda, API Gateway, ECR/S, etc.), Heroku
Software Design	Object Oriented Programming, Design Patterns

Languages

Mother Tongues	Spanish, Basque (<i>Euskararen Gaitasun Agiria</i> · EGA)
Advanced Level (C1/2)	German (<i>Goethe-Zertifikat C1</i>), English (Certificate in Advanced English · CAE)

Additional Information

Publications	https://mikelsagardia.io/publications/
Selected Projects	https://github.com/mxagar/project_compilation