Orestis Zambounis

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Deep Learning, Computer Vision, Robotics,
Systems & Control, Distributed Systems

Experience

<u>2023</u> - Present (1 yr 6 mos) · **Senior Machine Learning Engineer** · QSC · Zurich, CH · Remote

- Ported all vision ML models to ONNX and TensorRT, tripling pipeline speed and reducing VRAM usage by 15%.
- Implemented batched inference, increasing system speed by 30% on resource-constrained hardware.
- Led prototyping of CV/ML systems in person detection and tracking, visual embeddings, and VLMs using SOTA.
- Redesigned ML architecture for modularity and flexibility, and led efforts to clean up technical debt.
- Co-managed and mentored the ML team, integrated teams, enforced best practices, and led the hiring process.
- Developed evaluation and monitoring tools for the ML pipeline using Grafana, InfluxDB, and Weights & Biases.

2021 - 2023 (2 yrs) · Machine Learning Engineer · Seervision (ETHZ Spin-off, acq. by QSC) · Zurich, CH · Remote

- Optimized real-time person detection and pose estimation pipeline, reducing latency by **24%**, VRAM usage by **45%**, and increased accuracy by **10%**.
- Designed, prototyped, tuned, and deployed a face recognition system with a false-positive rate below 5%.
- Drove real-time inference optimization efforts, tripling the number of supported systems per hardware unit.
- Collaborated with the product team to prototype and experiment with CV/ML systems for novel user experiences.
- Received recognition for achieving the highest business impact among all engineers in 2022.
- Enhanced expertise in ROS, C++, Python, PyTorch, OpenCV, CUDA, Docker, GitLab CI/CD, SDLC, and monitoring.

2020 - 2021 (6 mos) · MLOps Engineer · benshi.ai (funded by BMGF) · Barcelona, ES · Hybrid

- Designed and maintained a scalable data pipeline, and led development using **Databricks**, **Spark**, and CI/CD.
- Managed the ML model lifecycle, from data ingestion to deployment, utilizing **Pandas**, **MLflow**, **Azure**, **Docker**, and **Kubernetes**.

2019 - 2020 (1 yr 3 mos) · Full-Stack & Machine Learning Engineer · Freelancer · Remote

- Designed, prototyped, trained, and deployed a CNN-based face predictor using **TensorFlow** and **scikit-learn**, achieved an **18%** improvement in accuracy and optimized it for low-latency inference.
- Designed a cross-platform architecture using Cordova, React Native, React.js, and Electron for the frontend; deployed scalable microservices to AWS with Python/Flask, PostgreSQL, and proxies.

2016 - 2017 (1 yr) · Control Systems Engineer, Intern · Rapyuta Robotics (ETHZ Spin-off) · Tokyo, JP · On-site

- Achieved a **55x** speedup of **NumPy**-heavy simulation iterations and open-sourced the **Python** package Pylet.
- Designed energy estimators for a multicopter using a Kalman Filter (EKF), Python, SciPy, and C++
- Enhanced a setpoint tracking controller and performed sensor tests for a multicopter using C++ and Python.

Education

2018 - 2019 (6 mos) · Imperial College London · Master's Thesis · London, UK

- Pioneered an online multi-task CNN deep learning architecture for object instance prediction, human pose estimation, instance masking, as well as multi-person tracking.
- Trained the visual cue-matching head of a Siamese network using Mask R-CNN outputs on the MOT dataset.
- Implemented a CNN using Caffe2 and Python including custom operators with CUDA C/C++.

2017 - 2019 (2 yrs) · ETH Zurich · MSc Robotics, Systems & Control · Zurich, CH

- Showed that an additional depth input channel improved the segmentation accuracy of Mask R-CNN by 31%.
- Designed a time-efficient training strategy using data augmentation, pretraining on synthetic RGB-D data, and fine-tuning on real-world data.
- Submitted paper to CoRL 2018 and leveraged knowledge in TensorFlow, Keras, OpenCV, and Python.

$\underline{2012}$ - 2016 (3 yrs 6 mos) \cdot **ETH Zurich** \cdot BSc Mechanical Engineering \cdot Zurich, CH

- Graduated with more than two standard deviations above the average (top 5%).
- Implemented balancing maneuvers for the <u>Omnicopter</u> to demonstrate its 6DoF flying versatility.
- Derived system dynamics, synthesized non-linear attitude control algorithms, simulation environment, and a Kalman filter using quaternions, **C++** and **MATLAB** / **Simulink**.