Oriol Miró López-Feliu

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in https://www.linkedin.com/in/oriol-miro/

🔗 https://oriolmirolf.github.io

Education

Master in Artificial Intelligence, *UPC - URV - UB*

Sep 2024 – 2026

(Current) Grade: 9.39

Degree in Computer Engineering,
Barcelona School of Informatics 🔗

Sep 2020 – Jun 2024

Specialised in Computer Science.
Grade: 8.41/10

Computer Science | Exchange Semester,
University Of Edinburgh 🔗

Sep 2023 – Dec 2023

Completed MSc courses on Machine Learning, Natural Language Processing and Bioinformatics.
Grade: 9.15/10

Publications

Listen, Adjust, Act: Adding Communication to Pre-trained Agents via Goal Adjustments, *CCIA*

Adds comms to pre-trained goal-conditioned RL by adjusting latent goals, enabling coordination on multi-agent tasks without retraining end-to-end. Tested on the challenging Minecraft environment.

From Traps to Treasure: an Agent Environment for Spelunky 2's Procedural Depths, *UPC* 🔗

Co-directed thesis introducing spelunkyRL: a Gymnasium environment for Spelunky 2 with procedurally generated, partially observable levels. Supports flexible tasks, efficient parallelism, and highlights algorithmic limits (on-policy methods reach ~85% on simplified levels but fail with hazards and sparse rewards

Awards

Allianz Grant, *Allianz*

2024

Supporting my AI master's at UPC for academic excellence and innovation potential.

Scolarship AparinaTIC 2024, *Cercle Tecnològic*

2024

Chosen a top tech student in Catalonia.

Scholarship ApadrinaTIC 2023, *Cercle Tecnologic* 🔗

2023

Chosen a top tech student in Catalonia.

Profile

I am a Research Engineer and AI master's student passionate about building systems that advance our understanding of intelligence. I strive to create AI that serves humanity and drives meaningful progress.

Work Experience

Research Engineer, *HPAI, BSC* 🔗

Jan 2025

- Worked on the AI4Europe european project designing HPC pipelines
- Contributing to RL, MAS, and XAI research projects

AI Engineer Intern, *T2C* 🔗

Feb 2024 – Jul 2024

- Developed GenAI model branded content; implemented RAG, web scraping, and tuned LLMs.
- Developed retrieval Computer Vision for video to online products; handled video at 4 FPS.
- Developed Computer Vision project to digitalise historical documents; OCR + LLMs.

Machine Learning Engineer Intern, *T2C* 🔗

Jul 2023 – Sep 2023

- Contributed time series forecasting; was in charge of model development, testing, and optimization.

Electronics Lead, AI Eng. & EMG Research, *ARM2u* 🔗

Jan 2025

Student-led biomedical engineering team building a affordable myoelectrical transradial prosthetic arm.
- Focus on electronics, EMG signal decoding, and embedded systems.
- Since July 2025, leading the electronics department
- We were invited to UN's AI for Good Summit 2025 🔗 to showcase our project

Other Projects

Multi-Agent System for Emergency Response Simulation, *AI MSc Coursework*

2024

- Built a multi-agent emergency response system using CrewAI and Ollama

FibroPred, *bitsXmarató for Respiratory Illnesses*

2024

- Built a diagnostic-time model to predict pulmonary fibrosis progression (F1: 0.8), with a SHAP-based explainable tool for patient-specific insights.

Languages

English (C2) │ **Spanish** (Native) │ **Catalan** (Native)