

Pedro Gomes

Permission to work: UK (pre-settled), Europe

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Summary

I am a final-year Ph.D. student at the University College of London. My area of expertise is developing graphs-based neural networks to model complex systems of relations or interactions.

Education

University College London

PhD Student in graph-based machine learning (Final Year) under supervision of Dr.Laura Toni.

London, UK

Mar. 2020 - Mar.2024

University of Coimbra & Politecnico di Torino

Master in Computer Science.

Coimbra, Portugal, & Torino, Italy

Mar. 2020 - Dec.2019

University of Coimbra

Bachelor in Electrical and Electronic Engineering.

Coimbra, Portugal

Set. 2020 - Mar.2024

Work Experience

Nomura - Instinet, Intern at Trading and Development Team

- Investigated and designed algorithms for latency-sensitive electronic trading.
- Focused on learning graph representations of circuit topology for placement and routing optimization.
- Skills used were Python, Algorithm Optimization, VHDL and Verilog.

London, UK

June. 2023 - Aug. 2023

DSTL: Defence Science and Technology Laboratory, Consultant

- Taught practical machine learning at DSTL on how to design and develop computer vision models.

Salisbury, UK

Mar. 2020 - Apr. 2020

University College London, Teaching Assistant

- Taught *Digital Signal Acquisition and Processing* and *Applied Machine Learning* Master degree courses, as well as supervised several final year projects.

London, UK

Apr. 2022 - Oct. 2022

Institute of Telecommunications (IT), Research Assistant

- Research assistant funded by FCT grant to work on the compression of LightField Images.

Coimbra, Portugal

Aug. 2020 - Aug. 2020

Research

Point Cloud Motion Forecasting via Graph-based Machine Learning

- Publications: International Conference on Image Processing (ICIP) and ACM Transactions on Multimedia Computing (ACM TOMM) (accepted, First Author).
- Creation of a synthetic dataset of point clouds by manipulation of FBXs animations using Blender.
- Deployed a graph-bse network able to extract relevant information from unstructured data extract and predict the dynamic behaviour (motion) of point clouds
- Skill used: TensorFlow/PyTorch, sampling, grouping and matching techniques for 3D geometry.

London, UK

Feb. 2020 - Dec. 2023

Millimeter-wave data processing via Graph-based Machine Learning

- Pending publication (First Author) in collaboration with Politecnico di Bari (Italy).
- Creation of novel and unique large-scale dataset of 3D indoor scenes via a robot coupled with low-cost millimetre-wave radar.
- Development of a full pipeline process 3D millimetre-wave point clouds (highly sparse and noisy).
- Investigated the performance of ML frameworks (PointNets, GNNs, Transformers) designed for classic point clouds in mmwave point cloud
- Proposed a novel architecture of graph-based transformer tailored for mm-wave point clouds.

London, UK & Bari, Italy

July. 2022 - Dec. 2023

Machine Learning Explainability

- Publications at ACM Multimedia Systems (MMys), Picture Coding Symposium (PCS) and Graph Signal Processing Workshop (GSPW)
- Development of techniques for feature disentanglement and visualization to gain an understanding of the inner workings of neural networks.

London, UK

Dec. 2022 - Jul. 2023

Scalable Coding of LighField Images via Pseudo-Sequences

- Publication at European Workshop on Visual Information Processing
- Developed of light-field image encoding method using HEVC video coding.

Coimbra, Portugal

May. 2019 - Nov. 2019

Awards

- Merit Award given to the top (3%) best students of each course at the University of Coimbra.
- Best Doctoral Symposium Paper Award at ACM MMSys'2021.

Committees

- Reviewer for IEEE Transactions on Image Processing (TIP), ACM International Conference on Multimedia (ACM MM) and IEEE International Conference on Image Processing (ICIP)

Skills

- Programming Languages:** C,C++, Python, SQL, Verilog, LINUX, Matlab, R. (Libraries: Tensorflow, PyTorch, NumPy, Pandas)
- Multimedia Processing:** Image, Video, Mesh, Point Cloud, mmWaves, 3D graphics, HEVC, FFmpeg, Blender, OpenCV
- Machine Learning:** Graph Neural Networks (GNN), Natural, Language Processing (NLP), Forecasting models, Explainability
- Databases:** SQL, MongoDB, Oracle, AWS scripting/building tools
- Electronics and Embedded systems:** Circuit design, Computer Architecture, FPGAs
- Others:** Latex, GitHub/Git/GitLab, Jenkins, Confluence
- Language and interests::** English (fluent), Portuguese (native) and Spanish; AI, Cinema, Stand-up Comedy, 5-side Football.