



Rui Marques

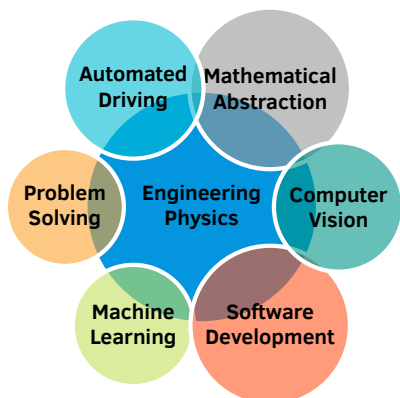
Software Engineer

About Me

Deep Learning, Computer Vision and

C++/python developer with an academic background in Theoretical Physics and Engineering.

I am able to cope and adapt to new and challenging tasks. My main motivation is tackling interesting problems. I consider myself reasonably good self-learner.



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Experience

April 2018
Present

Deep Learning ADAS Software Engineer
Vigo, Spain

Xesol Innovation

- Kept up to date with detection and segmentation state-of-the-art Convolutional Neural Networks.
- Managed internal and public datasets, their synthetic augmentation, training, hyperparameter tuning, validation and model exporting to different frameworks.
- Integration of deep learning models in C++ for real-time commercial applications with severe hardware constraints.
- Developed a perception and fusion logic layer from scratch that leverage data from neural networks and other software modules. Implemented an Extended Kalman Filter to get a smooth and reliable representation of the environment.
- Managed and maintained the entire core of the ADAS software.
- **Tools:** C++, python, tensorflow, tensorflow C++ API, CLion, caffe, tf-slim, keras, OpenCV, CUDA, matplotlib, numpy, bash, git, doxygen, cmake, Makefile, redmine, \LaTeX

Jan 2018
Mar 2018

ADAS Software Developer
Vigo, Spain

CTAG

- Worked in the beginning in an internal project as a LiDAR preprocessing developer for a self driving car.
- Due to my good performance and quick learning, the company transferred me to a special task force that works directly to a client.
- Picked up the entire code base from a departing former employee and build up on that.
- Managed, proposed and reviewed System and Software Requirements.
- Developed and maintained software at the Client's request always with quality and before the requested deadlines.
- Kept an efficient communication with the Client.
- Performed weekly software verifications: sanity checks, runtime checks, code coverage tests, static tests (code linting against MISRA-C++) and reported them to the Client.
- **Tools:** C++, ADTF, Eclipse, Qt, python, matplotlib, numpy, bash, Matlab, redmine, git, Octave, MSVS, doxygen, cmake, CANalyzer, CANoe, Wireshark, Makefile, JIRA, Serena, DOORS, Google Docs, html, xml, \LaTeX
- **Attended Courses:** V Life Cycle, Management of Requirements, Automotive SPICE, ISO26262, DOORS, SCRUM

Education

Sep 2016
Jun 2017

Erasmus Theoretical Physics
Utrecht, Netherlands

ITF, Utrecht University

Studied Quantum Information and Cosmology topics. Academic Referee: Enrico Pajer (e.pajer@uu.nl) | GPA: 8/10

Sep 2012
Feb 2018

MSc in Engineering Physics

Instituto Superior Técnico

Lisbon, Portugal

High Energy Theoretical Physics specialization

Thesis: Massive Graviton Theories and vDVZ discontinuities

- Worked on an extension of Einstein's General Relativity in which the graviton has a non zero mass and worked out its possible implications to experimental results such as gravitational waves.
- **Tools:** Python, scikit-learn, \LaTeX , matplotlib, Mathematica, gnuplot

Scholarships & Certificates

Programming

C • C++ • \LaTeX • python • Mathematica

Matlab • ADTF • CUDA • OpenMP

gnuplot • javascript

HTML5 • Java

Languages (A1 to C2)

English

Portuguese

Spanish

French • Polish

Oct 2017	Neural Networks and Deep Learning by deeplearning.ai	Coursera
Oct 2017	Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization by deeplearning.ai	Coursera
May 2012	Nacional Finalist	Astronomy and Astrophysics Portuguese Olympiads
Jan 2012	Advanced precollege physics school	Quark! Project
May 2012	Coimbra, Portugal	

Programming Projects

Oct 2017	Space Out	github.com/ruifm/space-out
Nov 2017	pygame 1 vs 1 version of the classic arcade game 'Asteroids'. Intended for training of a reinforcement learning neural network to work as an AI opponent.	
Dec 2016	Entanglement Entropy	github.com/ruifm/ed-triangular
Jan 2017	Mathematica notebook for the exact digitalization and Entanglement Entropy computation in a Triangular Spin lattice.	
May 2015	Oort Cloud	github.com/ruifm/oort
	A javascript version using the Phaser framework of the classic arcade game 'Asteroids', modified by giving it a little bit of a 'flappy bird' tone, i.e. a never ending game. Hosted here: xente.mundo-r.com/20624313W0001/index.html	
May 2014	Antifitter	github.com/ruifm/antifitter
	C++ program that yields fake experimental data to fit a certain function and plots it automatically.	
Dec 2013	Gross-Pitaevskii Simulator	github.com/ruifm/gross-pitaevskii
Jan 2014	Color density plot simulation of the Gross-Pitaevskii equation applied to a Bose-Einstein Condensate using C++, OpenMP and CUDA. Result: youtu.be/V091IqIRV4c	
Dec 2012	Coloumbian Simulator	github.com/ruifm/charges
Jan 2013	Coulomb force in charges simulator written in C with GTK+.	
Nov 2012	Atkin's Sieve in C	github.com/ruifm/atkin
	Atkin implementation for finding prime numbers in C with many features.	

Projects and Affiliations

Feb 2014	Co-host and Organizer	Engineering Physics Days
	Lisbon, Portugal	
	A 3 day event with physics and engineering seminars from researchers and potential employers. I led a 7 people task force to put together this amazing event.	
Sep 2013	Science entertainer	Festa do Avante
Sep 2014	Amora, Lisbon, Portugal	
	Performed live physics experiments to the general public during the <i>Avante</i> Summer festival.	
2012	Board Member	NFIST member (IST physics club)
2015	Lisbon, Portugal	
	A dynamic and productive non-profitable organization with tremendous scientific outreach. It's main goal is to create public awareness to the beauty and omnipresence of physics in our daily lives. I've been and active science speaker in public schools, museums and other events.	
Sep 2012	Staff member	CMS Week 2012
	Lisbon, Portugal	
	I was invited by a LIP physicist (former advisor) to be a part of the organizing committee responsible for hosting the event. I had the opportunity to meet renowned physicists worldwide.	