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Roberto Alejandro Gutiérrez Guillén

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Machine Learning Engineer / Product Manager

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Education

Mohamed Bin Zayed University of Artificial Intelligence (MBZUAI)

Abu Dhabi, UAE

Master of Science in Machine Learning (GPA 3.6/4.0)

August 2021 – May 2023

- **Research Focus:** Federated Reinforcement Learning, NILM Time Series, GANs, Power Grid Optimization.
- **Relevant coursework:** Optimization, Probabilistic & Statistical Inference, Advanced Machine Learning, AI Maths.
- **Activities:** 1st place in Hack for Space and Cisco Challenge, 3rd place in Project Set UAE.

Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM – Santa Fe)

Mexico City, Mexico

Bachelor of Science in Computer Science (GPA 94/100)

January 2016 – December 2020

- **Study abroad:** International Business Exchange Program at **Fudan University** in Shanghai, China.
- **Activities:** [ICPC](#) LatAm Regional Finalist, 2nd [Place/150 Bus Challenge](#) [INCmtty](#).

Experience

JP MORGAN CHASE & CO

Mexico City, Mexico

Software Developer

February 2021 – July 2021

- Managed and executed several LatAm technology projects from draft to completion, involving dozens of teams in 8 different countries.

PROCTER & GAMBLE

Mexico City, Mexico

Brand Management Scholar

February 2020 – December 2020

- Coordinated the launch of a new product line, including in-store strategy and media, resulting in more than 2% growth for the category.

GOOGLE

(Remote) Boston, USA

Software Product Sprint Participant

May 2020 – August 2020

- Authored a web application using Java, JS, HTML, CSS, and YouTube API to watch videos with others.

JP MORGAN CHASE & CO

Mexico City, Mexico

System Architect Intern

November 2019 – February 2020

- Led dozens of internal audits for critical LatAm transaction systems and updated their internal documentation.

CEMEX

Biel/Bienne, Switzerland

Corporate Intellectual Property & Intangible Assets Intern

August 2018 – November 2019

- Led initiative to organize a hybrid event about intellectual property. Logistics included more than five time zones, 16 countries attending virtually, and more than 60 people.

Projects

BCTE

2022

- Created Hierarchical Architecture of P2P energy markets between microgrids and households. Harnessing the power of RL to establish prices and control distributed energy resources (PV panels, batteries, etc...).

NILM

[REPO](#) | 2022

- Proposed improved method for Multi-Label Non-Intrusive Load Monitoring (NILM) with clustering via GMM and MySignal2Vec algorithm for efficient low-end embedded device deployment.

Who wants to be a painter

[REPO](#) | 2021

- Benchmarked and analyzed two state-of-the-art generative model techniques for style transfer using LapStyle (PaddlePaddle) and StyleGAN-ADA(TensorFlow) for Monet paintings.

N-body Simulation

[REPO](#) | 2020

- Programmed and deployed 3D interactive physics simulation of the N-Body problem with ODEX and Three.js.

Skills and languages

Programming languages: Python, C/C++, MATLAB, Java, SQL, JavaScript, Prolog. | **Languages:** C2 English/Spanish.

Others/Frameworks: PyTorch, NumPy, Matplotlib, SciPy, Pandas, OpenCV, Open MP, OpenGL, GCP, Azure, AWS, VR SDKs, Unity, Bash, Git, PowerBI, MySQL, MongoDB, Apache Spark, Angular, Ionic.