

UZMAR DE JESUS GOMEZ YANEZ

CURRICULUM VITAE

MSC SCIENTIFIC COMPUTING AND DATA ANALYSIS



PERSONAL STATEMENT

As an ML Programmer at Rockstar Games, I deploy and administer the Kubernetes infrastructure for the ML Animation Team, using tools such as Kubectl, Helm, Ansible, ArgoCD, Grafana, and Hashicorp Vault. I have hands-on experience applying Machine Learning algorithms to complex and realistic problems, using Python and C++ as my main programming languages. I have end-to-end experience with all stages of the Machine Learning model lifecycle, including design, creation, training, deployment, monitoring, and productionalization. I have experience deploying and optimizing Large Language Models (LLMs), including fine-tune for specific use cases and implementing Retrieval-Augmented Generation (RAG) for context-aware responses.

I hold a Master's degree in Scientific Computing and Data Analysis from Durham University, where I also served as a Student Representative for the MiSCaDA program. I have a strong background in mathematics, physics, and computer science. I am passionate about learning new technologies and techniques, and I enjoy collaborating with other talented and creative professionals.

PERSONAL DATA

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EDUCATION

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| 2022 | MSc in Scientific Computing and Data Analysis , Department of Computer Science, Durham University, Durham, United Kingdom. |
| 2021 | Specialization: Earth and Environmental Sciences
Dissertation: <i>"GPU Programming with Standard C++"</i>
Description: Used NVIDIA HPC SDK compiler suite to accelerate ExaHyPE's Finite Volume scheme, a generic code base to simulate wave equations. The resulting code was benchmarked against an OpenMP GPU offloading code port of exactly the same code structure, and we report on some problems and benefits of the new C++ software stack.
Advisor: Dr Tobias Weinzierl
GRADE: Distinction Detailed List of Grades |
| 2018 | BSc in Physics , Faculty of Science, National Autonomous University of Mexico (UNAM), Mexico City, Mexico. |
| 2011 | Dissertation: <i>"Numerical Study of Vlasov Equation in the Schwarzschild Metric"</i>
Description: Development of a finite difference scheme for evolving the relativistic Vlasov equation in the context of a black hole metric. This approach assumes the equation is advective, with velocities that vary with both time and position.
Advisor: Dr Miguel Alcubierre
OVERALL SCORE: 9.37/10 Detailed List of Grades |

LANGUAGES

ENGLISH: C1 Level - IELTS (2021)
SPANISH: Mother tongue
FRENCH: Basic

COMPUTER SKILLS

Programming Languages	Python, C++, Fortran, Julia
Machine/Deep Learning	Large Language Models, TensorFlow, Keras, PyTorch, ARIMA, SARIMA, LDA, PCA, Kmeans, KNN, Neural Networks, Recommendation systems, Classification and Regression problems
Serving	Triton, Seldon Core, TFServing
Databases	PostgreSQL, MongoDB, Elasticsearch, Redis
Containers	Docker, Kubernetes
Operating Systems	GNU/Linux, Windows
Web Backend	FastAPI, Flask
Web Frontend	Streamlit, HTML (Plotly Dash), Bootstrap
Version Control	Git, Perforce
Parallel Computing	C++ Standard Algorithms, CUDA Python
Data Visualization	Plotly Dash, Qlik, Tableau
Automation	Airflow
Machine Learning	ClearML, Kubeflow
GCP Tools	BigQuery, BQ ML, Compute Engine, Composer (Airflow), Artifact Registry, Kubernetes Engine, Storage, Data Studio, Kubeflow, Data Fusion, Cloud Build, VertexAI
Kubernetes Infrastructure	Kubectrl, Helm, Kustomize, Ansible, ArgoCD, Grafana, Prometheus, HashiCorp Vault, MetalLB, NGINX Ingress, Istio Gateway, GSLB, Cilium

EXPERIENCE

Short Description

Mar 2023 - Present. ML R&D Programmer at Rockstar Games, specializing in the deployment and management of on-premises Kubernetes infrastructure for the ML Animation Team. Proficient in using tools such as Kubectrl, Helm, Ansible, ArgoCD, Grafana, and HashiCorp Vault, as well as managing diverse databases including MongoDB, Redis, PostgreSQL and Elasticsearch. Actively involved in all stages of machine learning model development, from data gathering and preprocessing to model training, evaluation, and production deployment. Designed and implemented workflows for fine-tuning Large Language Models (LLMs), integrated Retrieval-Augmented Generation (RAG) systems for context-aware responses.

Sep 2022 - Mar 2023. Associate ML R&D Programmer at Rockstar Games.

Jul 2020 - Jan 2022. Data Scientist at Rackspace Technology. I helped migrate data from on-premises servers to the GCP cloud. I worked on churn prediction models that used features related to the COVID19 spreading aside from other business-related features to predict customer attrition, this work includes the development of the model using XGBoost, as well as the deployment of it using Kubeflow and the serving via Seldon Core. I was also involved in constructing an SSAS OLAP Cube to be used by the company for inventory-related queries. I worked on NLP tasks, such as extracting themes out of tickets using semantic similarity, by getting embeddings vectors out of sentences with a transformer architecture named Universal Sentence Encoder. Worked on how to translate voice to text. I built two production-level applications using Plotly Dash.

Dec 2019 - Jun 2020. Data Scientist at Softtek. I worked on a face recognition system using a method called Sparse Representation and another one using Neural Networks. I acquired a deep understanding of Neural Networks for Face Detection and Recognition, Image Classification, and Language Processing, among others, as well as some experience in Data Visualization tools such as Tableau.

Sep 2019 - Dec 2019. Data Scientist Trainee at Softtek. I learned about different statistical and machine learning techniques and algorithms to study a wide variety of problems.

Sep 2018 - Dec 2019. I have research experience using the Einstein Toolkit, a software platform created for supporting research in relativistic astrophysics and gravitational physics.

2016 - 2019. Worked as a Teacher's Assistant. I've given lectures aimed at Computer Science and Physics Students on the following topics:

- Computer Science.
<https://web.fciencias.unam.mx/asignaturas/102.pdf>
- Selected Topics in Relativity, Cosmology and Gravitation 1.
<https://web.fciencias.unam.mx/docencia/horarios/presentacion/295997>
- Relativity
<https://web.fciencias.unam.mx/asignaturas/718.pdf>

- Mathematics I for Applied Sciences.
<http://www.fciencias.unam.mx/assignaturas/1118.pdf>
- Mathematics II for Applied Sciences.
<http://www.fciencias.unam.mx/assignaturas/1216.pdf>

INTERESTS AND ACTIVITIES

Academic

Data Science, Machine Learning, Deep Learning, Numerical Analysis, General Relativity, Numerical Relativity, Black Holes.

Non academic

Science Fiction and Fantasy Reading, Videogames, Running, Swimming, Playing Guitar, Traveling.

EXTRA CURRICULAR ACTIVITIES

JUN 2022	Student Representative MiSCaDA Programme
OCT 2021	Durham University Provide a link between students and the University Staff. Sit on the Student/Staff Committee to discuss issues within the department raised by the students

VOLUNTEER ACTIVITIES

MAY 2022	Volunteer
JAN 2022	Durham Foodbank Assisted with the distribution of food to people in need.
DEC 2021	Teacher
JUN 2021	Casa de la Sal Support children with HIV on various Mathematics and English Language assignments.
SEP 2019	Teacher
MAR 2019	University Student Council (CEU México) Provide tools to university students to help develop their academic, professional and personal skills, to facilitate their employment and the definition of their life project.
MAR 2019	Volunteer
SEP 2018	Adopt a Talent Program (PAUTA) Encourage scientific vocation so that those children and adolescents who like science and have outstanding skills, find a space where they can share their interest and learn from each other.

PROFESSIONAL MEMBERSHIP

SEP 2019	Fellow
JAN 2017	Thematic Network of Black Holes and Gravitational Waves (Red ANYOG, CONACYT).
DEC 2019	Student Associate
JAN 2016	Institute of Nuclear Sciences, UNAM.
JAN 2016	Student Associate
JAN 2015	Institute of Physics, UNAM.

PRESENTATIONS AND POSTER SESSIONS

OCT 11, 2017	Poster Presentation at LX NATIONAL CONGRESS OF PHYSICS. Monterrey, Mexico Presentation of a poster about my undergraduate thesis "Numerical Study of Vlasov Equation in the Schwarzschild Metric".
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SCHOLARSHIPS, AWARDS, HONOURS AND ACCOMPLISHMENTS

2017	Scholarship awarded for Conclusion of Project
2016	Support Program for Research Projects and Technological Innovation (PAPIIT).
2016	Scholarship awarded for Conclusion of Undergraduate School
2015	Support Program for Research Projects and Technological Innovation (PAPIIT).

REFERENCES

NAME:	Dr. Tobias Weinzierl
OCCUPATION:	Professor in the Department of Computer Science at Durham University
LINKEDIN:	tobias.weinzierl@durham.ac.uk
NAME:	Dr. Charles Mueller
OCCUPATION:	Senior Engineer at Amazon
LINKEDIN:	https://www.linkedin.com/in/charles-n-mueller/
NAME:	Dr. Fernando Herrera
OCCUPATION:	Senior Data Engineer at Revolut
LINKEDIN:	https://www.linkedin.com/in/fernando-jose-herrera-elizalde-76a32790/
NAME:	Dr. Miguel Alcubierre
INSTITUTION NAME:	Institute of Nuclear Sciences, UNAM.
OCCUPATION:	Director, Researcher, Teacher
EMAIL:	malcubi@nucleares.unam.mx

UPDATED ON AUGUST 14, 2025

Master of Science in Scientific Computing and Data Analysis

Durham University

Grades

COURSE	GRADE	CREDITS
Project	7.8	60
Professional Skills	7.92	15
Core Ia: Introduction to Machine Learning and Statistics	9.15	15
Core Ib: Introduction to Scientific and High-Performance Computing	7.95	15
Performance Engineering and Advanced Algorithms	7.5	15
Advanced Statistics and Machine Learning: Foundations and Unsupervised Learning	9.0	15
Advanced Statistics and Machine Learning: Regression and Classification	9.15	15
Earth and Environmental Sciences	6.76	30
	Total Credits	180
	GRADE	Distinction

Bachelor of Science in Physics

National Autonomous University of Mexico (UNAM)

Grades

COURSE	GRADE	CREDITS
Differential and Integral Calculus I	07	18
Algebra	10	10
Computer Science	10	6
Analytic Geometry I	08	10
Differential and Integral Calculus II	10	18
Contemporary Physics	09	6
Vector Mechanics	9	12
Analytic Geometry II	09	10
Mechanics Laboratory	10	6
Collective Phenomena	10	12
Collective Phenomena Laboratory	09	6
Linear Algebra I	10	10
Differential Equations I	08	10
Optics	09	12
Linear Algebra II	10	10
Differential and Integral Calculus III	07	18
Electromagnetism I	9	12
Electromagnetism Laboratory	10	6
Tensor Calculus	9	10
Differential and Integral Calculus IV	07	18
Introduction to Quantum Physics	10	12
Optics Laboratory	10	6
Thermodynamics	09	12
Advanced Mathematics of Physics	10	10
Computational Physics	10	12
Quantum Mechanics	09	12
Complex Variable I	10	10
Selected Topics of Mathematics and Theoretical Physics	10	6
Electromagnetism II	08	12
Electronics Laboratory	10	6
Statistical Physics	10	12
Contemporary Physics Laboratory I	10	6
Complex Variable II	10	10
Analytical Mechanics	10	12
Relativity	09	06
Introduction to Elementary Particle Physics I	10	06
Dynamics of Deformable Bodies	10	12
Atomic Physics and Condensed Matter	09	06
Nuclear and Subnuclear Physics	09	06
Contemporary Physics Laboratory II	10	06
Topology and Differential Geometry for Physics	10	06
Selected Topics of Relativity, Cosmology and Gravitation I	10	06
Selected Topics of Computational Physics I	10	06
English Language	AC	00
Total Credits		418
OVERALL SCORE		9.37