

# Pau Baiget

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## EDUCATION

### PHD IN COMPUTER SCIENCE

Specialization on Computer Vision and Artificial Intelligence

UNIVERSITAT AUTONOMA DE BARCELONA

July 2009 | Barcelona, Spain

### BS IN COMPUTER SCIENCE

Specialization on Algorithmics and Computer Graphics

UNIVERSITAT POLITECNICA DE CATALUNYA

July 2005 | Barcelona, Spain

## CERTIFICATIONS

Certified Scrum Master (CSM)

Certified Product Owner (CPO)

Accredited "Lector" by the Catalan agency AQU

Several trainings on management and leadership

## RESEARCH COURSES

Summer school on Machine Learning and Pattern Recognition

Research stages in Karlsruhe, Oxford, and INRIA Sophia-Antipolis

## LANGUAGES

Spanish: Native

Catalan: Native

English: Proficient

Norwegian: Basic

## LINKS

LinkedIn:// [paubaiget](#)

Facebook:// [pau.baiget](#)

Twitter:// [@paubaiget](#)

DBLP:// [Baiget:Pau](#)

## SKILLS

### PROGRAMMING

Over 10000 lines:

C++ • Java • C •  $\LaTeX$

Over 3000 lines:

Python • Matlab • OpenGL

Familiar:

Android • Vulkan • OpenCL • PLSQL

### O.S. AND TOOLS

Linux • JIRA • Confluence •

Git • Gerrit • Eclipse • Vim •

xCode • Android Studio

## EXPERIENCE

### SOCIAL POINT | TEAM LEAD

June 2017 - Currently | Barcelona, Spain

- Lead mobile engineer in Dragon City (C++, iOS, Android).
- Release manager.

### ARM | TECHNICAL LEAD / ENGINEERING MANAGER

Jan 2014 - May 2017 | Trondheim, Norway

- Leading a team of 10 engineers within three sites: (China, Norway, UK). Coordinate and prioritize work between sites.
- Responsible for several customer engagements, including Google and Samsung.
- Product Owner for new Android versions in the ARM Mali DDK.
- Responsible for official ARM Mali DDK releases using Agile methodology.
- Maintain SW policies: code reviews, branch management, testing, etc.

### ARM | SENIOR GRAPHICS SOFTWARE ENGINEER

Jan 2012 - Dec 2013 | Trondheim, Norway

- Member of the graphics team, developing the OpenGL E.S. 3.x drivers for the Mali DDK. (C, C++, Android, Linux)
- Responsible of integrating the Mali DDK into new flagship devices. Several customer support camps at Google in Mountain View and Samsung in Korea.
- Develop prototype features for early customer engagements.
- Line manager of 5 engineers: career management and coaching.

### FLUENDO | SENIOR SOFTWARE ENGINEER

Feb 2010 - Nov 2011 | Barcelona, Spain

- Porting and low-level optimization of a game engine to Linux O.S, developing an OpenGL rendering backend. (C++, Python, OpenGL, Direct3D)

### COMPUTER VISION CENTER / UAB | RESEARCH ENGINEER AND LECTURER

Jan 2006 - Feb 2010 | Barcelona, Spain

- R+D in HERMES and VidiVideo projects, among others).
- Lectures in the Computer Science BsC: Data Structures and Artificial Intelligence.

### CARVER S.L. | J2EE SOFTWARE ENGINEER

Jul 2005 - Nov 2006 | Barcelona, Spain

### UPC | INTERN GRAPHICS SOFTWARE ENGINEER

Jul 2004 - Jul 2005 | Barcelona, Spain

### ASES S.L. | LECTURER IN "COMPUTATIONAL COMPLEXITY"

Sep 2001 - Jul 2004 | Barcelona, Spain

## RESEARCH AND INTERESTS

Jan 2006 - July 2009 | Barcelona, Spain

My research activity has been focused on computer vision and artificial intelligence, specially on the analysis of human activity in video. The results have led to produce several journals and refereed international conferences. I am also interested in computer graphics, machine learning, complexity theory, and algorithms in general.

More information can be found at [www.paubaiget.com](http://www.paubaiget.com)