

Pau Baiget

<http://www.paubaiget.com>
pau.baiget@gmail.com | +47 40308188

EDUCATION

PHD IN COMPUTER SCIENCE

Specialization on Computer Vision
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 5000 lines:

Java • C • C++ • Python • \LaTeX

Over 1000 lines:

CSS • PHP • Matlab •

Familiar:

Android • PLSQL • Javascript • Bash

O.S. AND TOOLS

Linux • JIRA • Confluence •

Git • Gerrit • Eclipse • Vim

EXPERIENCE

ARM | TECHNICAL LEAD

Jan 2014 – Currently | 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 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.
- 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 state-of-the-art game engine to Linux O.S. This included development of an OpenGL rendering backend from an existing Direct3D.
- Design and development of a Django-based platform for automated product delivery system and a royalty reporting system.

COMPUTER VISION CENTER / UNIVERSITAT AUTONOMA DE BARCELONA | RESEARCH ENGINEER AND LECTURER

Jan 2006 – Feb 2010 | Barcelona, Spain

- R+D in HERMES and VidiVideo projects, among others (<http://iselab.cvc.uab.es/european-projects>).
- Lectures in the Computer Science BsC: Data Structures and Artificial Intelligence.

CARVER S.L. | J2EE SOFTWARE ENGINEER

Jul 2005 – Nov 2006 | Barcelona, Spain

UNIVERSITAT POLITECNICA DE CATALUNYA | INTERN GRAPHICS SOFTWARE ENGINEER

Jul 2004 – Jul 2005 | Barcelona, Spain

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

Sep 2001 – Jul 2004 | Barcelona, Spain

RESEARCH

COMPUTER VISION CENTER | PHD STUDENT

Jan 2006 – July 2009 | Barcelona, Spain

My activity research has been focused on computer vision and artificial intelligence, specially on the analysis of human activity in video. The results have led to produce at least four journal publications with impact factor and several refereed international conferences. I am also interested in computer graphics, complexity theory, and algorithmics in general.