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EDGAR A. DUÉÑEZ-GUZMÁN

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WORK EXPERIENCE

+1 (650) 214-4445

Software Engineer 2013—present

Google Inc.; Search Infrastructure team; Lead of team responsible for selecting the Image Search index.

- Developing in-house machine intelligence algorithms for document and image utility prediction.
- Large-scale data processing pipelines for data acquisition and scoring of documents and images.
- Novel algorithms for efficient index retrieval, towards a 10X capacity improvement.
- Core engineering member of confidential legal and policy-decision team.
- Performed in internal and public interview training videos with over 100K views:
 - https://youtu.be/XKu_SEDAykw
 https://youtu.be/P67uecluw1s
 https://youtu.be/55aEVvITNJO

Postdoctoral fellow 2012–2013

University of Leuven; Socio-evolutionary theory for microorganisms, insects and robots.

- Modelled competition and cooperation dynamics in arbitrary networks; and infection dynamics.
- Developed evolutionary algorithm for automatic programming of robotic controllers for swarms.

Postdoctoral fellow 2010–2012

Harvard University; Effects of population structure and dispersal on social evolution and imprinting.

- Developed novel models for social evolution to study cooperation, punishment and corruption.
- Used Bayesian and maximum-likelihood algorithms to reconstruct the phylogeny of NLRP genes.

Graduate Research Assistant

2006-201

University of Tennessee; Biological simulations and biologically inspired adaptive systems.

- Modeled intra-group conflict dynamics to study transition from hierarchical to egalitarian societies.
- Used hierarchical clustering and maximal-clique for coalition detection in data from primates.

EDUCATION

PhD 2005–2009

University of Tennessee, Electrical Engineering and Computer Science.

- Created parallel, individual-based models. Ran on the Kraken supercomputer (100K+ cores).
- Developed efficient numerical integration algorithm. 10X better than GSL, Maple and Mathematica.
- Extended metaheuristic theory (No free lunch) to arbitrary benchmarks and stochastic algorithms.

MsSc 2004–2005

Centre for Mathematical Research, Computer Science and Industrial Mathematics.

• Developed a local/global search hybrid evolutionary algorithm for constrained optimization.

BsSc 1999–2004

University of Guanajuato, Mathematics.

SKILLS

- C/C++ (7 years), Java (4 years)
- Machine learning
- Metaheuristic optimization
- Parallel/multi-threaded computing
- Numerical and mathematical modeling
- Game theory
- Evolutionary theory
- Theory of computation

OTHER ACTIVITIES

KarelArena

http://duenez.evolicious.net/karel.html

Open-source development environment written in Java for the *Karel* programming language. Features syntax highlighting, XML-based world editor, unit test evaluation, and debugger.

Instil-Lang

http://instil-lang.sourceforge.net/

Open-source universal grammar generator written in Java based on *Parsing Expression Grammars*. Combines lexical and syntactical analysis. Focuses on parsing (rather than producing) strings.

Scientific presentations

30+ talks, including invited talks at Gothenburg University (Sweden), Trinity University (USA), CIMAT (Mexico) and international conferences CUG (USA), ICAMC (Bulgaria), SEEDs (Belgium).

Math and Informatics Olympiads

Trained state teams (8 years). The team I led, previously ranked 7th, consistently came 1st nationally.

SELECTED AWARDS AND GRANTS

Awards

3 SPOT bonuses and 4 Peer bonuses for contributions to policy-team and diversity efforts. 2015 Research grants

KULeuven (2012), €80 000 EUR. NIMBioS (2009), \$20 000 USD. Monash Uni., (2008), \$9 000 AUD.

Math and programming contests

- World finalist, ACM International Collegiate Programming Contest, USA 2003
- World finalist, International Mathematics Olympiad, Romania.
- Silver medal, Iberoamerican Mathematics Olympiad, Dominican Republic. 1998

PUBLICATIONS

http://duenez.evolicious.net/index.php?page=pub

- 13 peer-reviewed journal papers totalling 160+ citations (h-index 8): 1 in image processing, 2 in optimization theory, 2 in swarm robotics, 3 in evolutionary game theory, 1 in phylogenetics, 1 in evolutionary medicine, and 3 in individual-based models of biology.
- 1 book on problem solving for the Informatics Olympiad, now adopted by most states in Mexico.
- 1 book chapter, a survey of technological applications of collective intelligence.
- 2 peer-reviewed conference papers on automatic controller programming for swarm robotics.