Diego Gomez

Research interests

Reinforcement learning, deep learning, representation learning, continual learning,

meta-learning, multi-agent learning, causal inference

Publications Peer

Peer-reviewed Articles

Proper Laplacian Representation Learning

Diego Gomez, Michael Bowling, Marlos C. Machado.

International Conference on Learning Representations, 2024.

Information Optimization and Transferable State Abstractions in Deep Reinforcement Learning

Diego Gomez, Nicanor Quijano, Luis Felipe Giraldo.

IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022.

Theses

Training Adversarial Models with Evolutionary Dynamics

M.Sc. thesis, Universidad de Los Andes, 2022

Unsupervised Learning of Lattice Models

B.Sc. thesis, Universidad de Los Andes, 2019.

Work

Research Assistant

Jan 2024 - Present

experience

University of Alberta

Supervisors: Marlos C. Machado

Graduate Research Assistant Fellow

May 2023 - Dec 2023

University of Alberta

Supervisors: Marlos C. Machado and Michael Bowling

Machine Learning Analyst

June 2021 – August 2022

Mercado Libre, Applied Machine Learning

Professional Researcher

March 2021 - June 2021

Universidad de Los Andes, Industrial Engineering Department

Project: Development of a vision and computational learning methodology for the

prediction of viability and vigor of seeds of native agricultural products.

Supervisor: Camilo Andrés Franco de los Ríos

Teaching experience

Graduate Teaching Assistant, Comp. Science Se

September 2022 – April 2023

University of Alberta

CMPUT 466/566: Introduction to Machine Learning (undergraduate & graduate) CMPUT 175: Introduction to the Foundations of Computation II (undergraduate)

Graduate Teaching Assistant, Industrial Eng. August 2020 - December 2020

Universidad de Los Andes

MIIA 4203: Advanced Models for Data Analysis 2 (graduate)

	MIIA 4400: Marketing Decision Models (graduate)		
	Graduate Teaching Assistant, Electrical Eng. Universidad de Los Andes IELE 2300: Control Systems Analysis (undergraduate)	January 2020 – June	e 2020
	Instructor, Physics Universidad de Los Andes Clínica de Problemas (undergraduate & graduate)	January 2018 – May	2018
Education	Master of Science in Computing Science University of Alberta (GPA: 4.0/4.0)	2022 – pr Edmonton, C	
	Master of Science in Electronic Engineering Universidad de Los Andes (GPA: 5.0/5.0)	2020 - Bogotá, Colo	- 2022 ombia
	Bachelor of Science in Electronic Engineering Universidad de Los Andes (GPA: 4.67/5.0)	2013 - Bogotá, Colo	
	Bachelor of Science in Physics Universidad de Los Andes (GPA: 4.67/5.0)	2014 - Bogotá, Cole	
Honors and scholarships	Computing Science MSc Early Achievement Award Award based on academic and research achievements.		2024
	Graduate Students' Association Academic Travel Grant Travel grant based on academic performance.		2023
	Cum Laude in Electronic Engineering (graduate) Awarded to the top 3% GPAs of the Engineering Faculty	in the last five years	2022
	Magna Cum Laude in Electronic Engineering Awarded to the top 1% GPAs of the Engineering Faculty	in the last five years	2019
	Cum Laude in Physics Awarded to the top 3% GPAs of the Science Faculty in the	ne last five years.	2019
	Santiago Pardo Ramírez Scholarship Full tuition scholarship (50,000 USD over 6.5 years) gr SABER national test.	ranted for performan	2013 nce in
	EEML Best Poster Award East European Machine Learning Summer School		2019
Service and Outreach	Reviewer: Reinforcement Learning Conference Reviewer: IEEE Transactions on Pattern Analysis and M	achine Intelligence	2024 2023

Outreach	Reviewer: IEEE Transactions on Pattern Analysis and Machine Intelligence 20			
	Reviewer: IEEE 5th Colombian Conference on Automatic Control (CCAC)		2021	
Other	Data Science for All / Colombia program	May 2020 - August	May 2020 – August 2020	
academic	MinTIC and Correlation One.	Bogotá, Colo	ombia	
experience	12 week intensive data science program.			
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Academic Exchange Program

July 2016 – December 2016

The University of Melbourne.

Melbourne, Australia

Advanced Control Systems, Robotics, Embedded System Design.

Skills Programming

Proficient in: Python.

Familiar with: Matlab, C, SQL, HTML, JavaScript.

Machine learning libraries

JAX, PyTorch, Keras, Scikit-learn.

Languages

Spanish (native), English (C1 - IELTS: 8/9), Japanese (basic level - JLPT N5)