Gábor Melis

Curriculum Vitæ

Professional Experience

2012 –

Consultant, Franz Inc.

Triplestore Implementation

2010 – 2012

Consultant, Franz Inc.

Lisp Implementation

2006 – 2009

R&D Engineer, Ravenpack Ltd., Marbella

Applied Artificial Intelligence

Researching relationship between news and the stock market. Sentiment analysis of news. Filtering out redundant information from text. Breeding time series approximators using genetic programming. Named Entity Recognition for company names. Development and maintenance of Common Lisp programs.

2000 – 2005

Senior Software Engineer, Essnet Kft, Budapest

Gaming Services

Designed and implemented a programmable simulator for a proprietary network protocol. Designed and implemented a configuration management solution to support component based development. Member of the Terminal Design and Configuration Management groups overseeing design, architecture and controlling development. Member of the Terminal Research and Development group conducting studies, evaluating technologies and tools.

1998 – 2000

Software Engineer, Essnet Kft, Budapest

Gaming Services

As designer/programmer/sysadmin in the E6 project helped create the next generation lottery terminal in Java on Linux. Worked with CORBA, Java and UML modeling while implementing an internet solution for the existing lottery system. Server side programming on VMS in C and SQL.

1998

Programmer, FreeSoft Kft, Budapest

Accounting System

Reimplemented the Ingres report generator in C++ as part of the migration process to Oracle.

1996 – 1997

Consultant, IQSoft Kft, Budapest

Desktop Software

Various projects in C++, SQL such as Veto, the information system for veterinary surgeons.

Born in Budapest, Hungary May 23, 1974
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Key Skills

Machine Learning	SQL
Common Lisp	Java
Linux	UNIX
C	C++

Education

1995 - 1997 Software Architect – Mathematician
MSc, ELTE, Budapest
Major: Artificial Intelligence
Thesis on Adaptive Neural Networks and Fuzzy Logic

1992 - 1995 Programmer – Mathematician
BSc, ELTE, Budapest

Languages

Hungarian	mother tongue
English	fluent
Spanish	intermediate

Interests

On a quite different track, I am also responsible for *Six*, a Hex playing program for KDE that won the gold medal at the 2003, 2004 and 2006 Computer Games Olympiad. Naturally attracted to A.I. related fields I studied and prototyped online recommender systems, trust networks. Participated in the Netflix Prize, came 11th out of 700 in the first and won the second *Google AI Contest*. Also won the *Kaggle Stackoverflow* and *Higgs Boson* contests.

I am the author of various open-source libraries including SVD, LSA, Boltzmann Machine, Backpropagation nets, Gaussian Processes implementations and a libsvm wrapper (see melisgl on github for a more complete list). As an SBCL developer, I worked on signal handling, threads, timers with small excursions to constraint propagation, weak hash tables and optimizing x86/x86-64 calling convention.