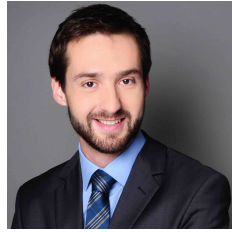


Curriculum Vitae



General Information

First and Last Name

Dr. Mikel Sagardia

Email

sagardia.mikel@gmail.com

Website · LinkedIn · Github

mikelsagardia.io · www.linkedin.com/in/mikel-sagardia/ · github.com/mxagar

Work Experience

Period

2023.05.01 – present

Position Held

Senior Data Scientist and Machine Learning Engineer

Employer

Deutsche Telekom

Address of Employer

Friedrich-Ebert-Allee 140, 53113 Bonn (Germany) · Remote from Spain

Main Activities and Responsibilities

- Design and development of object detection applications
- Research and development of vectorization algorithms for images and text
- Implementation of data clustering applications
- Development and deployment of LLM- and RAG-based applications

Period

2022.04.01 – 2023.04.30 (1 year and 1 month)

Position Held

Computer Vision and Machine Learning Engineer

Employer

Self Employed

Main Activities and Responsibilities

- Built machine vision and machine learning applications as a contractor
- Supported and trained companies in the field of deep learning

Period

2020.05.01 – 2021.12.31 (1 year and 8 months)

Position Held

Senior Researcher

Employer

Vicomtech, Fundación

Address of Employer

Mikeletegi 57, 20009 Donostia-San Sebastián (Spain)

Main Activities and Responsibilities

- Coordinated and executed European and national projects
- Acquired new projects on computer vision, machine learning and robotics
- Supervised Ph.D. students

Period

2019.03.01 – 2020.03.31 (1 year and 1 month)

Position Held

Project Engineer in Machine Vision

Employer

MVTec Software GmbH

Address of Employer

Arnulfstr. 205, 80634 Munich (Germany)

Main Activities and Responsibilities

- Managed and developed machine vision projects for key industry partners
- Trained customers and distributors on 3D vision and robotics
- Presented the Anomaly Detection feature at the MVTec Innovation Day 2020
- Provided second level technical support in a broad spectrum of machine vision topics

Period

2008.04.01 – 2018.12.31 (10 years and 9 months)

Position Held

Research Engineer in Robotics

Employer

German Aerospace Center (DLR), Institute of Robotics and Mechatronics

Address of Employer

Muenchner Str. 20, 82234 Wessling (Germany)

Main Activities and Responsibilities

- Led a 5-year project that built a VR framework for satellite on-orbit servicing
 - Researched into collision and force computation methods for haptic rendering
 - Coordinated and executed cooperation projects for industry partners (VW, Bosch)
 - Published of 22+ papers at IEEE T. on Haptics / ICRA / VR, ACM VRST
 - Presented robotic applications on trade fairs and congresses (Automatica, VW, etc.)
 - Supervised 20+ students during their master's theses and internships
- Achievements and Awards**
- Best Video Award Finalist at the IEEE ICRA, 2014
 - Best Paper Award at the 5th International Conference VAMR, 2013
 - Short Paper Honorable Mention at the IEEE VR, 2012

Education and Training

Period
Qualification
Selected Courses

- 2017.08 – present
- MOOC Certificates** · github.com/mxagar/course_compilation
- Deep Learning Nanodegree (150+ hours) · Udacity
 - Computer Vision Nanodegree (120+ hours) · Udacity
 - Data Science Nanodegree (150+ hours) · Udacity
 - Machine Learning DevOps Engineer Nanodegree (150+ hours) · Udacity
 - IBM Machine Learning Professional Certificate (85+ hours) · Coursera / IBM

Period
Qualification
University
Dissertation Title

- 2013.12 – 2018.11
- Ph.D. in Electrical and Information Engineering (Dr.-Ing.), 2019**
Technische Universität München, TUM (Germany)
Virtual Manipulations with Force Feedback in Complex Interaction Scenarios

Period
Qualification
Universities

- 2002.09 – 2008.02
- M.Sc. in Mechanical Engineering (Ingeniero Industrial), 2008**
Universidad de Navarra, TECNUN (Spain) and
Technische Universität München, TUM (Germany)

Achievements, **Awards** and Scholarships

- Second Best Diploma Thesis Prize · Association of Engineers of Gipuzkoa
- Erasmus and Leonardo scholarships, exchange student at TUM
- High School Excellence Award for university access · Basque Government

Technical Skills

Programming Languages
Machine/Computer Vision
Machine Learning
DevOps, MLOps
Web Development
Cloud & Big Data
Software Architecture

- Python, C/C++, SQL, Bash, R
Halcon, OpenCV, PCL
Pytorch & Lightning, Tensorflow & Keras, Scikit-Learn, Pandas, Matplotlib, Numpy, SciPy, NLTK, spaCy, HuggingFace
Docker & Kubernetes, Git & CI/CD, MLflow, W. & Biases, DVC, Pytest
FastAPI, Flask, Streamlit, HTML & CSS
AWS (SageMaker, EC2, Lambda, API Gateway, ECR/S, etc.), PySpark, Heroku
Object Oriented Programming, Design Patterns

Languages

Mother Tongues
Advanced Level (C1/2)

- Spanish, Basque** (*Euskararen Gaitasun Agiria* · EGA)
German (*Goethe-Zertifikat C1*), **English** (Certificate in Advanced English · CAE)

Additional Information

Publications
Selected Projects

- <https://mikelsagardia.io/publications/>
https://github.com/mxagar/project_compilation