

Tom Van de Wiele

Seasoned deep (reinforcement) learning engineer and researcher with a world class track record in machine learning competitions.

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[Kaggle](#) [Blog](#)

[Github](#) [LinkedIn](#)

Experience

Intelegy, Oslo — *Chief Data Scientist*

Oct 2019 - Now

In this technical role, I lead a team of data scientists and explore cutting edge techniques to automate machine learning for industrial data.

DeepMind (Google), London — *Research Engineer*

Jan 2017 - Aug 2019

I collaborated with some of the best researchers on the planet to advance towards Artificial General Intelligence. My main focus was on core reinforcement learning methods and learning of the reward functions while keeping up to date with advancements in the wider field of AI.

Eastman Chemical Company, Ghent — *Analytics Consultant*

Jan 2016 - Sep 2016

In this role, I supported different businesses, functions and product organizations globally with data analysis and programming support.

Eastman Chemical Company, Ghent — *Automation Engineer*

Jun 2012 - Dec 2015

I implemented the process logic of a chemical plant and developed analytical models that relate quality with process data.

Education

Universiteit Gent — *Master in statistical data analysis*

Sep 2013 - Jun 2016 — Magna cum laude 80.8%

Thesis: [Improving the FIFA ranking system using probabilistic modeling and prediction of the UEFA EURO 2016 tournament](#)

Katholieke Universiteit Leuven — *Master in computer science engineering, option: artificial intelligence*

Sep 2005 - Jun 2010 — Magna cum laude 77.3%

Thesis: Knowledge discovery in panoramic X-rays for postmortem identification. [Summary paper](#)

Machine learning awards

Kaggle GM, current global [competitions rank](#): 27
5 gold medals in 5 featured competitions

Winner of the Facebook Kaggle challenge to [predict check-ins](#) and the 2 σ [Halite IV challenge](#)

Mentor of Sofie Verrewaere who [finished joint second](#) in the European Commission Big Data Horizon 2020 prize (€4,00k)

Main DeepMind Publications

[Amortized Q-Learning](#)

[Unsupervised Control Through Non-Parametric Discriminative Rewards](#)

[Learning by Playing - Solving Sparse Reward Tasks from Scratch](#)

Programming languages

Expert: Python (PyTorch, Tensorflow, Keras, Sonnet), R, R Shiny and LaTeX

Proficient: C++, Java, SQL, SAS, MATLAB and DeltaV