Fernando Flores-Mangas, Ph.D., M.Sc., Eng.

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Citizenship	Canada, Mexico, Spain	
Interests	Senior researcher, engineer and developer in the areas of Artificial Intelligence, Com- puter Vision, Machine Learning, Computer Graphics, Medical Imaging, Wearables and Robotics, with over 20 years of experience. Over 7 years of experience in the areas of Strategic Planning, Fundraising, Leadership, Management, Coordination and Commu- nication.	
CURRENT Position	12430461 Canada Inc. (henceforth referred to as <i>The Company</i> , currently in stealth mode), Co-founder, CTO and Chief Scientist	
	Author of the majority of the Computer Vision and Computer Graphics algorithms that power <i>The Company</i> 's services. These include R&D work on camera calibration, colour calibration, landmark detection, image segmentation, face reconstruction, automatic body modelling, 3D rendering, etc.	
	Leadership roles include investor presentations and updates, strategic planning, product development and execution, as well as management of a small tech team.	
Education	University of Toronto, Toronto, ON, Canada	
	Ph.D, Computer Science, Computer Vision, October 2014	
	Thesis title: Model Fitting for Motion Segmentation.Advisor: Allan Jepson, Ph.D	
	Universidad Nacional Autonoma de Mexico, (UNAM) National Autonomous University of Mexico, Mexico City, Mexico	
	M.Sc., Computer Science, Machine Learning, Computer Vision, Aug 2005 (with honors)	
	Thesis: Analysis of Ultrasound Images Using Neural NetworksAdvisor: Lucia Medina, Ph.D	
	Instituto Tecnologico Autonomo de Mexico, (ITAM) Mexico Autonomous Institute of Technology, Mexico City, Mexico	
	Double B. Eng., Computer Engineering, and Telematics Engineering, Dec 2001 (with honors in both degrees)	
	 Thesis: Automatic Segmentation of Magnetic Resonance Images of the Brain Advisor: Ma. Elena Algorri-Guzman, Ph.D 	
Awards, Scholarships and Grants	University of Toronto • Ph.D student financial support, 2006 - 2013	

National Council for Science and Technology (Mexico)

Robocup American OpenSmall-Size Robot Soccer, 3rd Place, 2003

National Autonomous University of Mexico

• M.Sc. Scholarship, 2004 - 2005

• M.Sc. Scholarship, 2004 - 2005

• Small-Size Robot Soccer, 2nd Place, 2004

National Association for Engineering Schools and Faculties (Mexico)

• Best Student Award, 2003

Mexico Autonomous Institute of Technology

- Undergraduate scholarship, 1996
- Best Thesis Award, 2003 (Honorable mention)

Research and Teaching Experience

University of Toronto, Toronto, ON, Canada

Instructor

- Course title: CSC320 Introduction to Visual Computation
- Enrollment: 100+ students
- Course website: http://www.cs.toronto.edu/~mangas/teaching/320/.

Teaching Assistant

September 2006 to 2013

Spring 2014

- Lectured on CSC258 Computer Organization's lab.
- Provided assistance to second-year engineering students.
- Graded lab assignments.

Microsoft Research (MSR), Redmond, WA, USA

Research Internship

• First cohort (of four) Latin American graduate students to work at MSR, first from Mexico.

- Project on physiological signal monitoring using wearables.
- Research involved hardware, software and signal processing. Framework was granted a patent. *Refer to Publications and Patents sections*.
- Mentor: Nuria Oliver
- Manager: Mary Czerwinski.

Research Internship

• Worked on real time workout feedback from heart rate data using a mobile phone.

- Research involved signal processing and technology integration.
- Paper accepted for oral presentation and nominated to "Best paper" award at MobileHCI 2006.
- Patents were granted for developed data-processing techniques, algorithms and the whole framework. *Please, refer to Publications and Patents sections.*
- Mentor: Nuria Oliver
- Manager: Mary Czerwinski.

UNAM, Mexico City, Mexico

Research Assistant

August 2003 to September 2005

September to December 2005

• Worked on ultrasonic signal analysis using neural networks.

January to April 2005

ITAM, Mexico City, Mexico.

Research Assistant, CANNES Laboratory

- Research on mobile robotics including topics such as real time computer vision, artificial intelligence, control, wireless communications, and hardware.
- Two generations of award winning robots were built from scratch within these two years.
- Researcher, developer and leader roles were played.

Research Assistant, Neuroimaging Laboratory August 1999 to February 2001

- Research on computer vision and medical imaging.
- Development of a semi-automatic segmentation and classification tool for medical images.
- Contributions from undergraduate-thesis research project were published and presented on international conferences and journals.

Teacher Assistant

August 1998 to July 1999

- Held laboratory sessions and tutorials.
- Contributed with software development for faculty's research projects.
- Provided assistance on a help desk.

Selected Journal Publications

- Algorri, M.E.; Flores-Mangas, F., "Classification of anatomical structures in MR brain images using fuzzy parameters", IEEE Transactions on Biomedical Engineering, vol.51, no.9, pp. 1599-1608, Sept. 2004.
- Flores-Mangas F.; Algorri M.E.; Villaseor M., "A tool for analysis, segmentation an reconstruction of MR brain images", V Mexican Symposium on Medical Physics, American Institute of Physics Conference Proceedings, Juriquilla, Quertaro, Mexico, pp. 107-114, March 2001.

Selected Conference Publications

- Flores-Mangas, F.; Jepson, A. "Fast Rigid Motion Segmentation via Incrementally-Complex Local Models", In Proceedings of the Computer Vision and Pattern Recognition conference (CVPR), Portland, Oregon, USA, 2013
- Flores-Mangas, F.; Jepson, A.; Haider, M. "Shape-Based Registration of Kidneys Across Differently Contrasted CT Scans", In Proceedings of the 9th Computer and Robot Vision conference (CRV), Toronto, ON, Canada, 2012
- Oliver, N.; Flores-Mangas, F. 2006. "MPTrain: a mobile, music and physiologybased personal trainer". In Proceedings of the 8th Conference on Human-Computer interaction with Mobile Devices and Services. MobileHCI '06, vol. 159. ACM Press, 21-28. Helsinki, Finland, September 12 - 15, 2006. Best paper nominee.
- Oliver, N.; Flores-Mangas, F. "HealthGear: A real-time wearable system for monitoring and analyzing physiological signals". In Proceedings of the international Workshop on Wearable and Implantable Body Sensor Networks (BSN'06) - Volume 00. IEEE Computer Society, Washington, DC, 61-64. April 03 - 05, 2006.

• Villasenor, M.A.; Flores-Mangas, F.; Algorri, M.E., "Anatomical models for virtual reality and web-based applications", Engineering in Medicine and Biology Society, Proceedings of the 23rd Annual International Conference of the IEEE , vol.4, no., pp. 3769-3772 vol.4, 2001

Please refer to my Google Scholar for a comprehensive list of publications.

Patents

PROFESSIONAL EXPERIENCE

- US Patent # 20070113725, Oliver, Nuria Maria; Flores-Mangas, Fernando;, "Algorithm for providing music to influence a user's exercise performance", May, 2007.
- US Patent # 20070113726, Oliver, Nuria Maria; Flores-Mangas, Fernando;, "Using music to influence a person's exercise performance", May, 2007.
- US Patent # 20070118043, Oliver, Nuria Maria; Flores-Mangas, Fernando;, "Algorithms for computing heart rate and movement speed of a user from sensor data", May, 2007.
- US Patent # 20070027367, Oliver, Nuria Maria; Flores-Mangas, Fernando; Howard, Dane Michael; Lang, Eric G.; Sanchez, Russell I.; Sinclair, Michael Jack; Tan, Alfred Yong-Hock; Thompson, Ralph Donald III;, "Mobile, personal, and non-intrusive health monitoring and analysis system", February, 2007.

iVirtual, Toronto, ON, Canada

Scientific Advisor

2018 to today

• Advisor on strategic and technological planning, fundraising and product development.

Itsme3D, Toronto, ON, Canada

Co-founder, CTO

- Author of the majority of the algorithms that power Itsme3D's reconstruction pipeline, where two cellphone pictures of a person are enough to produce a highly realistic, fully animated 3D model. This technology includes R&D work on several CV and ML problems, including camera calibration, colour calibration, landmark detection, image segmentation, face reconstruction, automatic humanoid rigging, automatic body modelling, hair modelling, etc.
- Facilitated the integration of the mobile-based 3D reconstruction pipeline into a mobile keyboard, where users could insert animated versions of themselves into their everyday communications. Screenshots available here.
- Author of the initial design and construction of the Itsme3D reconstruction software and physical photo-booth, where 70 cameras simultaneously take pictures of consumers and build animated 3D models. The company delivered highly effective marketing activations with state of the art technology to clients like Samsung, Chevrolet, Telus and Cadillac Fairview.
- Management of the software tech team (up to 8 people).

Vision Consulting, Mexico City, Mexico

Software Engineer

- Insurance Policy Management System, multi-user optimization.
- Contributions on improving the application's performance.
- Management of a small team.

March to July 2002

2014 to 2018

Artesoft, Mexico City, Mexico

Software Engineer

June to Aug 2001

• Call-center real-time information system. Oversized LED-display fed from a telephone switch.

TECHNICAL SKILLS

- Over 25 years of experience in C++ for Computer Vision and Machine Learning.
- Multi-threaded parallel programming.
- Real-time interactive graphical user interfaces (with OpenGL).
- Hardware design: from PCB circuit boards to robots that play soccer as a team, to consumer-grade 3D photo booths.
- Advanced knowledge of Matlab (as a prototyping tool).
- Experience with mobile devices and wearables (design, construction, power usage, wireless communications, data analysis).
- Knowledge of Python, Lisp, ADA, SQL, HTML, Java, assembler and others.