

Răzvan-Andrei Mătișan

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Experience

Machine Learning Engineer

ML6

📅 Jul 2025 – Dec 2025

📍 Amsterdam, Netherlands

- Designing a generic post-processing pipeline for advanced conversational AI applications.
- Working in a cross-functional team on a global digital platform on Salesforce to unify client data across 30+ countries, leveraging Google Cloud tools like Cloud Run and BigQuery.

Machine Learning Researcher Intern

UvA-Bosch Delta Lab 2

📅 Jan 2025 – Jun 2025

📍 Amsterdam, Netherlands

- Research in generative AI for high-resolution image synthesis.
- Multi-node training of models up to 1B parameters across 64 GPUs.

Software Engineer Intern

Adobe

📅 Jul 2022 – Dec 2022

📍 Bucharest, Romania

- Implemented a ML solution which detects anomalies for risk mitigation and network intrusion in Kubernetes clusters.

Projects and Activities

Machine Learning Summer School

- Participated in [EEML 2021](#), an international summer school on Deep Learning organized by Google DeepMind researchers.

Teaching

- **Graduate courses.** TA for Machine Learning 1 course at the University of Amsterdam (2024).
- **Undergraduate courses.** TA for Computational Social Science course at the University of Amsterdam (2023-2025);
TA for Numerical Methods, Algorithm Design, Data Structures, and Logic Design courses at the Politehnica University of Bucharest (2021-2023).

Education

MSc of Science, Artificial Intelligence

University of Amsterdam

📅 Sep 2023 - Aug 2025

📍 Amsterdam, Netherlands

- Courses on AI, including ML, DL, CV, NLP, and RL.
- Published two workshop papers at NeurIPS 2024 and one at TMLR, all three as first co-author ([link](#)).
- Thesis on variational flow matching for vector-quantized image generation, published at ICLR 2026 ([paper](#)).
- Thesis supervisors: [Floor Eijkelboom](#), [Tao Hu](#), [Björn Ommer](#).
- Final GPA: 8.93, cum laude (Dutch grading system), with a thesis grade of 9/10.

BSc of Engineering, Computer Science

Politehnica University of Bucharest

📅 Oct 2019 - Jul 2023

📍 Bucharest, Romania

- Thesis on training transformers in RL to solve hard-exploration Atari Games with sparse rewards.
- Thesis supervisors: [Ionel Hosu](#), [Traian Rebedea](#).
- Final GPA: 9.75 (Romanian grading system), with a thesis grade of 10/10.

Awards

- Awarded the ELLIS Amsterdam MSc Honors Fellowship.
- Won 2nd place in the Nitro Language Processing Kaggle competition ([link](#)).
- Merit scholarship awarded by Politehnica University of Bucharest for top 5% GPA and excellent extracurricular academic results (2020-2023).
- Won three bronze medals at the National Olympiad of Mathematics in Romania (2016, 2017, 2019).

Skills

Programming: Python (2020-present), C (2019-2023), Bash (2019-2023), Java (2020-2023).

AI/ML Frameworks: PyTorch (2022-present), JAX/Flax (2024).

Additional technical skills: SLURM Cluster (2023-present), git (2019-present), Google Cloud (2025), PostgreSQL (2025), Kubernetes (2022).

Languages: Romanian (native), English (fluent), German (intermediate).