

Skills

- Python (Pandas, NumPy, Scikit-learn, Tensorflow, Keras, Matplotlib, Seaborn)
- SQL (MySQL, MongoDB, PostgreSQL)
- Git/Github
- English (C1 Advanced Cambridge Certificate)
- Jupyter Notebook
- Microsoft Power BI

Projects

NETFLIX MOVIES AND TV SHOWS DATA ANALYSIS – Personal Project November 2025

- Analyzed 8,807 Netflix titles using **PostgreSQL** to solve 15 medium-to-advanced analytical business problems
- Executed **Data Transformation** via **STRING_TO_ARRAY** and **UNNEST** to process complex multi-value fields
- Applied Advanced **SQL** logic, utilizing **Window Functions** (**RANK**), **Subqueries**, and conditional **CASE Statements**
- Successfully performed Database Setup and **Data Modeling** (schema definition) using **PG Admin 4**, publishing code on **GitHub**

AUTOMATIC NUMBER PLATE RECOGNITION – Personal Project October 2025

- Developed an **ANPR** system in **Python**, integrating **YOLOv8** detection, **SORT** tracking, and **EasyOCR** for robust text recognition
- Implemented **Object Tracking** to assign unique car IDs, resolving plate ambiguity using the Highest Confidence Score value
- Optimized **OCR** accuracy via specialized **Image Preprocessing** (thresholding) and format-specific post-processing logic
- Engineered a complete pipeline, structuring frame-level results and applying **Data Interpolation** for stable video visualization

UNSUPERVISED MUSIC TRACK CLUSTERING – Personal Project September 2025

- Designed **Unsupervised ML** system for **automatic music clustering** using 196 acoustic features (MFCC, spectral, chroma)
- Compared four Clustering Algorithms (**K-Means**, **GMM**, **DBSCAN**, **HDBSCAN**); **DBSCAN** achieved the optimal score of 0.563
- Engineered a feature extraction **Data Pipeline** from the GTZAN dataset, optimizing analysis with the Top20 feature subset
- Validated a scalable solution for **Music Information Retrieval (MIR)**, reducing cultural biases in catalog organization

ROAD ACCIDENT ANALYSIS POWER BI DASHBOARD – Personal Project July 2025


- Developed interactive Road Accident Dashboard (2021-2022) using **Power BI**, **DAX**, and **Power Query Editor**
- Executed end-to-end **Data Cleaning** (307k rows), created custom Date Table, and established **Data Modeling** (1:M)
- Built **Time Intelligence** KPIs (YTD, YoY growth) showing an **11-12% casualty reduction** for Ministry of Transport
- Visualized risk hotspots by location (Urban/Rural) and road type to support preventive decisions for stakeholders

MEDICAL CHATBOT WITH GENERATIVE AI – Personal Project June 2025

- Developed an end-to-end **Generative AI** chatbot using **RAG** to deliver accurate diagnosis, treatment, and medicine suggestions
- Engineered **RAG** pipeline; processed 637-page medical book into 7,020 **Vector Embeddings** stored in **Pinecone DB**
- Implemented system using **LangChain**, **Python** modular coding, **Hugging Face** embeddings, and **OpenAI LLM**
- Designed a production-ready application featuring a custom UI built with **Flask** and utilizing **Git/GitHub** for version control

Education

MASTER'S IN APPLIED ARTIFICIAL INTELLIGENCE (CPD) – Universidad Europea de Madrid – Online November 2024 - September 2025

- GPA: 9.45 
- Majors: NLP, Supervised and unsupervised learning, deep learning, computer vision, data analysis and visualization, python programming, machine learning, reinforcement learning, cloud-based AI deployment, model evaluation

MACHINE LEARNING SPECIALIST COURSE – Stanford University, DeepLearning.ai – Online April 25 - September 2025

- Majors: Supervised and unsupervised learning, neural networks, deep learning, model evaluation

BACHELOR'S DEGREE IN VIDEO GAME CREATION AND STORYTELLING – Universidad Francisco de Vitoria – Madrid
September 2019 - July 2023

- Majors: Game design, narrative design, gameplay programming, project development, and interactive media

TECHNICAL ARTIST CERTIFICATE – Universidad Francisco de Vitoria – Madrid September 2019 - July 2023

- Majors: Technical art workflows, shaders, VFX, asset optimization, pipelines, and real-time graphics

Work Experience

GAME DEVELOPER – Playoffnations – Madrid, Spain November 2023 - December 2024

- Led programming for Roblox and Fortnite projects with brands like McDonald's and Kellogg's
- Managed data-driven gameplay systems and AI-based mechanics in Roblox
- Designed database structures and customization algorithms for internal projects
- Developed gameplay logic using Lua and Verse within Roblox Studio and UEFN

GAME PROGRAMMER – El Ultimo Signo Servicios Audiovisuales – Madrid, Spain March 2022 - May 2023

- Developed mobile game Caminos Legendarios using Unity and C#
- Implemented and tested software systems ensuring high performance and stability
- Created 3 of 6 gameplay chapters, focusing on logic and player data handling
- Collaborated in product presentation and technical demos

STUDENT INTERN – Electronic Arts (EA) – Madrid, Spain October 2022 - February 2023

- Built AI systems for enemy behaviors using C++ and Unreal Engine 5
- Contributed to multiplayer networking and project architecture design
- Collaborated with 5 developers to maintain clean and modular code

GAME TESTER – Pendulo Studios – Madrid, Spain January 2022

- Led Tested alpha version of "Tintin Reporter – Cigars of the Pharaoh"
- Reported bugs and gameplay issues to improve QA processes

GAME TESTER – Blackmouth Games – Madrid, Spain March 2020

- Led Tested "Hit n' Rush" alpha version, providing detailed bug reports
- Supported quality assurance for gameplay balance and user experience