

ALEJANDRO SANTORUM VARELA

Computer Science and Mathematics Undergraduate

@ alejandro.santorum@gmail.com Universidad Autónoma de Madrid +34 672 779 997 github.com/AlejandroSantorum
in linkedin.com/in/alejandro-santorum Plaza de la Marina no.3 - 3A, 36500 Lalín, Pontevedra, Spain

EDUCATION

Joint B.Sc. in Computer Science and Mathematics

Sept 2016 – Ongoing (EGD: 2021) Universidad Autónoma de Madrid
Current GPA: 3.65 (8.75 on a 10-scale system)

TECHNICAL EXPERIENCE

RESI Hackathon

Sept. 2019 Celtic Manor Resort, Newport, Wales

Hackathon aiming to devise later life tech solutions that benefit the whole community, especially elderly people. Co-worked to develop *IbizAI* application, revised below.

HackXLR8

Jun. 2019 ExCel London, London

London tech week's official hackathon focusing on IoT, AI and Blockchain. Developed *TaotAI* software app, revised below.

Redradix Hackathon

Mar. 2019 Universidad Autónoma de Madrid

Hackathon with the goal of programming a battle robot with artificial intelligence to survive on the battlefield

PROJECTS

IbizAI App

Sept. 2019 Celtic Manor Resort, Newport, Wales

Software application that uses mental and physical data with artificial intelligence algorithms to recommend the best activities (both physical and intellectual) for the elderly according to their needs and aptitudes [Python3, Django, React, HTML, CSS, Docker]

TaotAI App

Jun. 2019 ExCel London, London

Software application that summarizes YouTube videos using machine learning algorithms. Additionally it provides the highlights of the video and it is able to find a given moment of it [Python3, Flask, HTML, CSS, Docker]

Connect4 - Fitting heuristic function to real cost function

Apr. 2019 Madrid

Project that uses Connect4 GameSolver optimal values in order to fit the best heuristic function as possible using deep learning, saving disk space and time [Python3]

Tenis match prediction software

Aug. 2018 Madrid

Software that uses machine learning algorithms in order to predict tennis match results, reaching an accuracy of 71.5% [Matlab, Python3, C]

EDAT - Survival videogame

Sept. 2017 – Jan. 2018 Universidad Autónoma de Madrid

Design and implementation of a survival and strategy videogame that runs on Unix terminal and translated to Spanish, English & Galician [C]

AWARDS

Artificial Intelligence Hackathon Champion

It consisted in an AI robot battle tournament, organized by Redradix. (2019)

3 Excellence Scholarships (2018-2020)

Scholarships of excellent academic performance, awarded by the Community of Madrid.

8 College Merits (2016-2020)

On Artificial Intelligence, Algorithm Analysis, Probability, Communication networks, Computer Systems, Microprocessors & Fundamentals of computing

High School Honors (2016)

Secondary school & Baccalaureate passed with merits due to best academic record

CERTIFICATIONS

Deep Learning Specialization & Machine Learning Course

Coursera

Sept. 2020 & June 2018

Passed Coursera's AI specialization led by Andrew NG, adjunct professor at Stanford

Advanced English Certificate

Cambridge Assessment English

June 2018

Passed CAE exam awarding a C1 REFR-level

2 Erasmus+

Certificated by the European Union

Aug. 2018, Jul. 2017 Spain & Austria

Participation on the cultural exchange between the countries of Austria, Germany, Holland, Serbia, France, Belgium and Spain

LANGUAGES

- Native: Spanish & Galician
- Advanced: English

MAIN TECHNOLOGY

C/C++ Python Matlab Assembly
SQL Java WebDev ML Frameworks