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Born date: 26 / 09/2003

PROFILE

I am a hard-working, creative and proactive person with strong determination and leadership skills, probably due to experiences in sport competitions. I also like to practice sport and outdoor activities. Right now, I am in my junior year of my Data Science and Engineering Bachelor. I am in an exchange student program in University of California, and I am seeking for some internship or research job in an area related to my grade in order to complement my formation.

EDUCATION

UNIVERSITY CARLOS III MADRID	**Madrid, Spain**
Bachelor's degree in data science and engineering (1st and 2nd year**)**	**2021 – Today**

Average score: 7.43

UNIVERSITY OF CALIFORNIA	**California, United States**
Exchange year in the non-European Mobility Program (3rd year)	**2023 – Today**

Average score: 8.9

COLEXIO PLURILINGÜE COMPAÑÍA DE MARÍA A CORUÑA	**A Coruña, Spain**
Secondary education and baccalaureate	**2006 - 2021**

Average score: 10

EXPERIENCE

WEBPAGE DEVELOPMENT – Psicomasvideos	**2021**

- Design of the website psicomasvideo.org, and of all its functionalities.

PRIVATE LESSONS FOR HIGH SCHOOL STUDENTS	**2021 – 2022**

Private lessons in mathematics, physics, technical drawing, and chemistry for 1st and 2nd-year high school students.

NON-EUROPEAN MOBILITY ADVISERS PROGRAM - UC3M	**2023**

- Enrolled in the Advisers Program for non-European mobility at Carlos III University of Madrid, where each adviser is assigned a junior student to assist and help with course selection and any other questions they may have.

PROJECTS

DESIGN OF THE SUPER MARIO BROS GAME	**2021**

- Python programming of the classic Super Mario game.
- Design of the appearance of characters and background, as well as a user-friendly interface.
- Programming of Mario's movement and behavior, as well as his interactions with map blocks, enemies, special objects, lives, and points.

DESIGN OF THE PACMAN GAME	**2022**

- Programming of an alternative PACMAN game to the original.
- Implementation of a machine learning model that makes PACMAN move in the most efficient way to eat all the ghosts in the shortest possible time.
- Use of Python and the Windows operating system, allowing the creation of a user-friendly 2D interface that enables the user to play themselves or observe how the ML model wins in the best possible time.

DEEP LEARNING MODEL TO PROMOTE RECYCLING	**2023**

- Using a database of waste images, Python programming of a deep learning model that identifies the type of waste in a user-uploaded photo and assigns it to a specific container.
- Data preprocessing, creation, and comparison of various different neural networks, and using the most effective one to create a function that identifies the waste and assigns it to its corresponding container.

ADDITIONAL INFORMATION

Languages: Spanish (native); **Galician** (native); **English** (fluent, C1 Cambridge), **Francés** (intermediate, B2 DELF); **Italiano** (Intermediate)
Programming languages: R, Python, MATLAB, SQL
Data bases: Oracle, MongoDB, Microsoft SQL Server
Operative systems: Windows, MacOS, Linux
Other skills: Microsoft Office, Prezzi
First place in the **Galician Robotics Olympiad 2017** and participation in the **National Robotics Olympiad 2017**