

Carlos Bilbao Lara

Master in Artificial Intelligence

carlosbilbao2@gmail.com | +34 622621371 | Rivas-Vaciamadrid, Madrid, Spain

I am a Computer Engineer with a deep interest in Artificial Intelligence. My passion lies in facing and solving the most complex problems. These challenges not only test my skills, but also allow me to continuously learn and develop as a professional. Recognized for having initiative and for providing ideas to develop or improve functions and products. You can find me on social media at [GitHub](#), [Linkedin](#), [Portfolio](#)

Education

MASTER IN AI

- Studying at Universidad Alfonso X.
- Since 2023/10.
- General area of study: Artificial Intelligence.
- Currently studying.

COMPUTER SCIENCE

- Studies completed at Universidad Politécnica de Madrid.
- From 2018 to 2022.
- General area of study: Engineering.
- Specialty: Computer Engineering.
- TFG: Neural network capable of **identifying** emoticons.

Experience

DEVOPS/AI ENGINEER

- Working at **CDS, an HPE company**.
- Since 2023/01.
- Development of applications for the **R+D department of CTG, in CD and CI**.
- Back-end in **Java 11, and Python-3, numpy, pandas, Pytorch and Hugging Face**.
- Development of **NLP transformers, data analysis, and data preparation** on one's own initiative to improve the product being developed.
- Develop of complex functions and re-design other code structures for being more efficient.
- Recognized for giving innovative ideas in order to upgrade the code efficient and complexity.
- Design and develop flow charts.
- **Microservices development**.
- Use of **Agile methodology, together with Jenkins, GitHub**, and application of good practices.
- **Continuous development and deployment** for Linux environments.
- **Windows Dockers and Kubernetes**.
- Development of **Unit Tests** for Python and Java.
- Design and development of the **migration from AngularJS to Angular**.
- **Jenkins** Pipelines.

SOFTWARE DEVELOPER

- Working at **Inetum**

- From 05/2021 to 12/2021
- Creation and development of applications in Java 8 and Java 11.
- Creation and development of frontend in React.
- Design and implementation of unit, integration and system tests.
- Design and implementation of an API-REST architecture.
- Use of agile methodology for development.
- Using github, Bitbucket, and dockers.
- Design from scratch of a scalable software architecture.

Skills & Abilities

TECHNIQUES

- Application and AI development, mainly using **Python and Java**. I am also proficient in relational databases, such as **MySQL and PostgreSQL** and the integration of these with Python, using **SQLAlchemy** and **JDBC** for Java.
- **Proficient** using **Keras** and **Pytorch** for the development of **Neural Networks**, including **RL, CNN, LLMs, Transformers, Vision Computing, NLP**.
- **Proficient** in **Python** and **Weka** for **Artificial Intelligence, Machine Learning** and **Data Mining**, with extensive knowledge in both **supervised and unsupervised** learning techniques.
- Regarding development, I mainly use **Pycharm, IntelliJ** and **VS code**, with the help of **Jupyter Notebook**.
- Creation of unit, integration and system tests using **JUnit** and **pyTest**.
- **CI/CD** using **Jenkins, RPM, Docker**, and **Kubernetes**, along with **Helm Chart**.
- Web application development using **ReactJS** and **Angular**.
- Develop of complex functions and re-design other code structures for being more efficient

TEAMWORK

- Use of teamwork tools such as **Git, GitHub, Jenkins**.
- Expert in **agile methodologies, Scrum**.
- Communicative and always willing to help others.

SOFT SKILLS

- Self-learning.
- Analytical skills.
- Problem solving.
- Knowledge of good practices.
- Time management.
- Commitment to work.
- Responsible.

Languages

Spanish: Native

English: C1

Other Interesting Facts

In my free time I love to play Tennis and Padel, I have been a monitor of both sports while I was studying my degree. In the same way, I like to keep developing new software that has nothing to do with what I'm doing to keep learning and improving continuously which you can check in my GitHub.