

# 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 **LinkedIn** (<https://www.linkedin.com/in/carlos-bilbao-lara/>) and **Github** (<https://github.com/Carlosbil> ).

### Education

#### MASTER IN AI

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

#### COMPUTER ENGINEERING

- 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.

### 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.

## Experience

### DEVOPS 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.**
- 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.

## Languages

Spanish: Native

English: B2, Cambridge Certificate

## 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.