Álvaro Menéndez

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EDUCATION

MSc Artificial Intelligence & Engineering Systems

TU/Eindhoven - The Netherlands

Track: Hight-tech systems and robotics

Sep 2025 - Jun 2027

BSc Data Science & Artificial Intelligence

Maastricht University - The Netherlands

Sep 2021 - Dec 2024

EXPERIENCE

Freelance Software Developer

Madrid, Spain Jan 2025 – Now

Personal (alvaromenendez.es)

• Developed +5 full stack SaaS products including ML applied to sports betting, Automated SMS sending platform and Interactive language learning apps

• Documented everything (alvaromenendez.es) and achieved +750K impressions on my posts

Software Developer

Maastricht, The Netherlands

 $Berinhart (\underline{berinhart.nl})$

Sept 2024 - Jan 2025

- Delivered a functional fullstack web-app of a heating control system aimed at end-users (ifthen.sqippa.online)
- Directly involved with the Project Manager to implement the functionalities they requested
- AWS, Django, Rest APIs, Python

Data Science Intern - Natural Language Processing (NLP)

Maastricht, The Netherlands

Ans (www.ans.app)

Sep 2023 - Feb 2024

- Developed an automated system for tagging exam questions with relevant keywords
- \bullet Evaluated model performance using the \underline{SQuAD} dataset with ground truth tags, demonstrating that fine-tuned, lightweight models outperformed larger \underline{models}
- Hugging-Face, Python, Classification Models

Software Instructor

Maastricht, The Netherlands

Smart Health And Science School (smarthealthandscience.nl)

Sept 2024 - Dec 2024

• Delivered programming courses (Scratch, Robotics) to groups of 10-15 students aged 8-12 across four schools as the principal teacher

BACHELOR'S THESIS

"Data Analysis of Classroom Dynamics in Primary Schools Using JOINclusion Game Interactions"

- Applied machine learning to cluster students by in-game behavior and used explainable AI (SHAP values) to interpret the resulting patterns.
- Presented research findings in Naples, highlighting that the most important feature for determining student clusters was the frequency of their in-game interactions.

HACKATHONS

Inditex Tech - Ecommerce Recommender System

Dec 2024 - Jan 2025

• Achieved 17th place out of 1,211 competitors by developing a recommender system to increase add to cart interactions. Demonstrated capability to work with large datasets (Train set contained around 50 million rows)

Hack2Progress - Improving urban movility using AI

28th Feb - 1st March 2025

• Achieved **7th place** out of 21 teams by developing an AI Agent based solution to mitigate traffic issues in urban city areas. Github repo at *qithub.com/DKeAlvaro/Hack2Progress*

Hackhaton AXA + Codemotion

29th March 2025

• Developed a fully functional RAG based chatbot to answer queries about user's insurances, including embedding calculations, LLM responses and a simple web based UI. Github repo at qithub.com/DKeAlvaro/hackhaton_axa.