Alvaro Menendez

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EDUCATION

BSc Data Science & Artificial Intelligence Maastricht University - The Netherlands
GPA: 7.03 *Sept. 2021 – Jan 2025*
- Relevant coursework: Machine Learning, Simulation and Statistical Analysis, Recommender Systems, Data Analysis, Game Theory

EXPERIENCE

Data Science Intern - Natural Language Processing (NLP) Maastricht, The Netherlands
Ans (www.ans.app) *Sep 2023 – Feb 2024*
- Collaborated with a team of six colleagues to add functionalities to ANS platform through LLMs
- My task was testing transformers performance (DeBERTa), in zero-shot classification tasks
- I used Python and HuggingFace for the models, SQUAD dataset for the evaluation
- We integrated our functionalities in a visual GUI using Flask and Django
- Presented and defended our final product to a large group of different stakeholders

Student Ambassador Maastricht, The Netherlands
Maastricht University *Sept. 2023 – Jun 2024*
- My role was to represent the university in various events such as fairs or conferences
- I was also assigned a group of 6 freshmen students to help them integrate into university life

Handball Referee Madrid, Spain
Federacion Madrileña de Balonmano (www.fmbalonmano.com) *Sept. 2020 – Jun 2021*
- Made quick decisions and resolved conflicts, building strong negotiation skills.
- Communicated clearly under pressure, improving my client interaction skills.

PROJECTS

Movie Recommender System
Technologies: Python, IMDB dataset, Machine Learning
- Developed a system that recommends movies to a user based on their preferences
- Used Python and data from IMDB dataset
- Implemented known Machine Learning Algorithms such as Collaborative Filtering or Content Based Filtering

Reinforcement Learning (RL) applied to Normal form games
Technologies: Java, Game theory
- Implemented in Java a RL Algorithm that learned to find optimal strategies in Normal form Games
- Normal form games are a way of describing simple games using matrices, see this
- Added a visualization part that allows to see how the algorithm evolves over time

3D Golf Game with Physics and AI Bot Using Gradient Descent
Technologies: Java, LibGDX, Gradient Descent
- Developed a 3D golf game incorporating physics and graphics using Java and LibGDX
- Used numerical methods to solve differential equations and estimate the position of the ball at each time step
- Implemented an AI bot capable of achieving hole-in-ones by usinf gradient descent techniques (Hill Climbing algorithm)

SKILLS

- Github, VScode, Python, Java, LaTeX, MySQL
- Fluent both in English and Spanish
- Good communication and team working skills. During my Bachelor I have had to work in several group projects, which has taught me this