

# Álvaro Menéndez

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## AI & ML Engineer · Full-Stack Development

### EDUCATION

#### MSc Artificial Intelligence & Engineering Systems

Track: *Hight-tech systems and robotics*

TU/Eindhoven - The Netherlands

Sep 2025 - Jun 2027

#### BSc Data Science & Artificial Intelligence

Maastricht University - The Netherlands

Sep 2021 - Dec 2024

### EXPERIENCE

#### Freelance Software Developer

Personal ([alvaromenendez.es](https://alvaromenendez.es))

Madrid, Spain

Jan 2025 - Now

- 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](https://alvaromenendez.es)) and achieved **+750K** impressions on my posts

#### Software Developer

Berinhart ([berinhart.nl](https://berinhart.nl))

Maastricht, The Netherlands

Sept 2024 - Jan 2025

- Delivered a functional fullstack web-app of a heating control system aimed at end-users ([ifthen.sqippa.online](https://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)

Ans ([www.ans.app](https://www.ans.app))

Maastricht, The Netherlands

Sep 2023 - Feb 2024

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

#### Software Instructor

Smart Health And Science School ([smarthealthandscience.nl](https://smarthealthandscience.nl))

Maastricht, The Netherlands

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

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 [github.com/DKeAlvaro/Hack2Progress](https://github.com/DKeAlvaro/Hack2Progress)

### SKILLS

**Programming Languages:** Python, Java, SQL,  $\text{\LaTeX}$

**Libraries & Frameworks:** Pandas, Matplotlib, Pytorch, Hugging-Face, Django, Scikit-learn

**Tools & Platforms:** Git, Github, AWS, Docker, Jupyter Notebooks, Ollama

**Languages:** English (Fluent), Spanish (Native)