GERARDO ANTONIO CORRAL RUIZ

Machine Learning & Al • Causal Inference • Data Science Master's Student in Digital Innovation and Governance





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https://gerardoacr.github.io



PROFESSIONAL SUMMARY

Master's student in Digital Innovation and Governance at the University of Bologna (LM-91), specializing in machine learning and artificial intelligence with critical approaches to governance and digital transformation. Developed machine learning projects for public health, using open data from sources such as ISTAT, Open-Meteo, and Kaggle. I build my analytics toolkit daily with Python and R and pursue research in causal inference. Proficient in agile work methodologies, with experience using tools such as Notion, Taiga, Essence Workbench, Slack, and Airtable. With my students, I address contemporary philosophical debates on technology and digital ethics, linking these topics to the interactions between technology, society, and governance.

EDUCATION

Master's Degree in Digital Innovation and Governance (LM-91), University of Bologna, Italy

2024-2026

Machine Learning for Cardiovascular Disease Detection (Laboratorio di Programmazione, INF-05/A, 2024)

I implemented Support Vector Machine (SVM) and Decision Trees to classify cardiovascular risk in a dataset of 240 individuals.

• Moderate and Extreme Temperatures and Climate-Health Risk in Bologna: A Data-Driven Climate Risk Study (Metodi Informatici per la Trasformazione Digitale, INF-05/A, 2025)

I developed a machine learning methodology to identify high-risk days for vulnerable groups, providing targeted support for public health prevention and policy-making.

- The Digital Panopticon of Artificial Intelligence: between Safety and Freedom (Governance e Diritto delle Ppaa, IUS/09, 2024) I analyzed the impact of AI on public security in Europe, with a particular focus on the AI Act, GDPR, and EU Regulation 2024/1689.
- Elected as the class representative.
- Bachelor's Degree in Philosophy, Universidad Panamericana, Mexico

2018-2023

- Publication of an article on generative AI for El Universal (2022): https://www.generacionuniversitaria.com.mx/tu-voz/dibujoasistido-por-inteligencia-artificial-es-ar
- President of the Student Council of the Faculty of Philosophy (Aug 2021 Jun 2022)
- Bachelor's Degree in Engineering in Digital Animation and Video Game Programming (incomplete), Universidad Panamericana, Mexico

2017-2019

PROFESSIONAL EXPERIENCE

University and High School Teacher

Universidad Panamericana - Course on Selected Topics in Contemporary Culture (online lectures, 3 hours per week)

• Northridge School Mexico - Full-time Spanish and Philosophy courses

2023-2024

Product Owner at PCI Lab 2020-2022

Development of a serious game with the Narrative Design Team to promote emotional intelligence among 15-18-year-olds. We adopted Agile (Scrum) with weekly sprints, using Airtable for the backlog, roadmap, and Kanban boards, and Slack for real-time coordination. The project received the ILAN Innovation Award.

Website: https://www.linkedin.com/company/pcilabup/

CERTIFICATIONS, COURSES, CONFERENCES & OTHER EXPERIENCES

AI. DATA SCIENCE & BUSINESS ANALYTICS

Intelligenza artificiale e business intelligence: strumenti e algoretica – IFOA	2025
EITC/AI/MLP Machine Learning with Python – European Information Technologies Certification Institute (EITCI)	2025
Seminario LEEIA Lógica, Epistemología y Ética de la Inteligencia Artificial – Universidad Panamericana	2025
Strumenti di data analysis e visualization – IFOA	2025
EITC/CP/PPF Python Programming Fundamentals – European Information Technologies Certification Institute (EITCI)	2025
Business Analytics with Excel: Elementary to Advanced – Johns Hopkins University	2023
What is Data Science? - IBM	2023
PredictionX: Omens, Oracles & Prophecies - HarvardX	2020
MANAGEMENT & INNOVATION	
Management: A Professional Future – IESE, University of Navarra, Barcelona	2023
Introducción a la Dirección de Empresas (IDE) – IPADE Business School	2021

DIGITAL ARTS, CREATIVITY & STORYTELLING

Story and Narrative Development for Video Games & Introduction to Game Design - California Institute of the Arts 2022 Modern Arts & Ideas - MoMA Certificate 2021 Studied Cinematography and Digital Post-Production - SAE Institute 2019-2020

PUBLIC SPEAKING & RESEARCH

Conference Speaker: "Identidad líquida en tiempos de redes sociales" - Instituto Antonio Nariño, Colombia 2024 Academic & Research Assistant – Dr. Héctor Zagal @ Universidad Panamericana 2018-2023

HARD SKILLS

- Agile work: Essence Workbench, Taiga, Notion, Slack, Airtable, Protégé, LaTeX
- Data analysis tools: Python (Pandas, Seaborn, Numpy, Sklearn, DoWhy), R, SQL, Git, JavaScript
- Generative AI tools: ChatGPT, Gemini, NotebookLM, Sora, Midjourney, Leonardo.AI
- Design & video editing tools: Adobe (Premiere, Photoshop, After Effects), Canva
- Microsoft Office: Word, PowerPoint, Excel

LANGUAGES

- Native: Spanish
- Proficient: English, Italian
- Basic: Japanese

AUTHORIZE PROCESSING OF THE PERSONAL DATA CONTAINED IN MY CURRICULUM VITAE IN ACCORDANCE 196/2003 AND REGULATION 2016/679