

Ivan Montejo

Computational linguist



About me

I am a passionate programmer with academic background in Computational linguistics and video game development. I am specializing in natural language processing and data science, as I also like math, probability and statistics.

My goals

I am eager to apply my technical and theoretical expertise to solve complex problems and build intelligent systems that bridge language and data.

personal

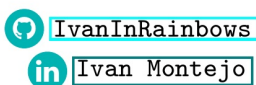
Ivan Montejo de Garcini
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Areas of specialization

NLP/Computational linguistics
Machine learning
Data science
Videogame Development

Interests

Machine learning
/ Programming / Linux
/ Data science
/ Statistics / Probability



WORK EXPERIENCE

2022 -	Programming and Unity3D teacher FREELANCE · Remote Teaching programming in Python and C# and teaching game development with the engine Unity3D
2022 - 2024	Unity, Python and Arduino camp coach CAMP TECNOLÓGICO · Madrid, Spain Teaching kids how to code in different languages, mainly Python and C#, as well as some software such as Unity3D.
2018 - 2019	Game Designer TENJET GAMES · Las Rozas de Madrid, Spain Gameplay and mechanic design, Scripting, prototyping, QA and Testing

EDUCATION

2025 -	Language technology MASTER'S DEGREE · University of Helsinki
2021 - 2025	Computational linguistics BACHELOR'S DEGREE · Universidad Complutense de Madrid
2017 - 2018	Game Design POSTGRADUATE COURSE (UNFINISHED) · U-Tad
2015 - 2017	3D Animation and videogame development HIGHER NATIONAL DIPLOMA · CEV Madrid

PROGRAMMING

Languages



Other Languages: Bash, C, JSON, XML, C++

Frameworks

Data Visualisation	Matplotlib
Machine Learning & LLMs	Scikit-learn, PyTorch, Langchain
NLP	NLTK, SpaCy, stanza
Data Manipulation	Pandas, PySpark
Mathematics	numpy, SciPy
Vector databases	Qdrant
Containerization	Docker

LANGUAGES

Spanish	Native	mother tongue
English	C2	● ● ● ● ● ●
German	B1	● ● ● ● ● ●
Russian	B1	● ● ● ● ● ●
Finnish	A1	● ● ● ● ● ●

SKILLS

Software	Visual Studio, Unity3D, Photoshop, Git/GitHub, Excel, Power BI, Autodesk Maya
General	Natural Language Processing, Object Oriented Programming, Machine Learning, Team work, Problem Solving, Statistics, Probability, Relational Databases, AI