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| **Jordi Blasco Lozano** | | |
| Alicante, España · [linkedin.com/in/jbloz](https://www.linkedin.com/in/jbloz/) · +34 622 47 05 35 · [jordiblloz@gmail.com](mailto:jordiblloz@gmail.com) · <https://github.com/JBLOZ> | | |
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| *I am an Artificial Intelligence Engineering student seeking opportunities to apply and expand my knowledge in AI, particularly in projects related to Python, algorithms, and application development. I have a strong background in artificial intelligence, programming, and algorithms, along with hands-on experience in video game development using Unreal Engine and participation in international projects. My skill set includes teamwork and international cooperation.* | | |
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| **INTERNATIONAL MOBILITY AND KEY PROJECTS** | | |
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| **ERASMUS HOME (HUMAN OUT MIGRATION IN EUROPE)**  Project ref: 2020-1-FR01-KA229-079855 | ***Budapest, Hungary***  *Sept 2021* | |
| **UNIVERSITY PROJECTS**  Implementation of a [fuzzy system](https://github.com/JBLOZ/ROBOT) using fuzzy\_expert in Python for managing a 2D robot on a plane to follow all practice directives  Development of a functional backend [calendar](https://github.com/JBLOZ/IA/tree/main/2doAnyo/progAvanzada/practica3) in C++Development of a functional backend calendar in C++  Development of a product management [API](https://github.com/JBLOZ/SOD/) deployed with cloudflared, Apache, and MongoDB (Frontend included)  Use of [embeddings](https://github.com/JBLOZ/IA/tree/main/1erAnyo/Mates%20Discretas): graph exploration and dataset generation with pandas for visualization and the generation of embeddings using Node2Vec and Matplotlib | ***Alicante, Spain***  *2023 – 2025* | |
| **INDI PROJECTS**  Pretrained ollama LLM models using prompting and reinforcement learning, then deployed Open Web UI via Docker with a Cloudflared tunnel for take access to the web ui  [Spotify WRAPPED](https://github.com/JBLOZ/Spotify_Stats), a Jupyter notebook providing in-depth analytics about the music you listen to  Assembly of a 3D [video game](https://www.youtube.com/watch?v=VaXI3NCUENQ) with Unreal Engine 4, using blueprints and C++ | ***Alicante, Spain***  *2024 – present*  ***Alicante, Spain***  *Oct 2024 – 2025*  ***Alicante, Spain***  *2022* | |
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| **PROFESSIONAL EXPERIENCE**  **Reinforcement learning from human feedback | outlier**  Worked as an RLHF researcher at Outlier, contributing to multiple projects | ***Alicante, Spain***  *2024 – 2025* | |
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| **EDUCATION** | | |
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| **UNIVERSITY OF ALICANTE**  Artificial Intelligence Engineering | | **Alicante, Spain**  *Sept 2022 - present* |
| **OXFORD TEST OF ENGLISH** B2 Level, ref: 263339 | | ***Alicante, Spain***  *May 2024* |
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| **ADDITIONAL SKILLS** | | |
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| **Scripting tools**: git, Docker, CMake, Bash | | |
| **Machine Learning Tools:** PyTorch, Hugging Face, pandas, numpy, matplotlib, ollama, AI gents | | |
| **Programming:** Python, C++, C, Swift, LaTeX, noSQL, SQL, Java Script  **Languages:** English (Fluent), Spanish (Native), Catalan (Native) | | |