Jordi Blasco Lozano

Alicante, España

📞 +34 622 47 05 35 ✉ jordiblloz@gmail.com in linkedin.com/in/jbloz ⌗ github.com/JBLOZ

Profile

I am an Artificial Intelligence Engineering 3rd year 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 and international collaboration.

International Mobility and Key Projects

Erasmus Home Human Out Migration in Europe | *Budapest, Hungary*   **Sept. 2021**

- Collaborated with international partners on the Erasmus HOME initiative addressing human out migration in Europe.

University Projects | *Alicante, Spain*   **2023 – Present**

- Implemented a fuzzy system in Python using `fuzzy_expert` to control a 2D robot for line following.
- Developed and documented a ResNet-50 model in MATLAB for skin cancer detection, reaching 80% accuracy for cancerous and 85% for non-cancerous classifications.
- Built an intelligent e-commerce web application enabling product search by text or image through pre-trained AI models.
- Created a fuzzy expert system to estimate heart attack risk based on structured clinical questions.
- Designed a Pacman agent that combines a CNN with Alpha-Beta heuristics for strategic gameplay.
- Developed and evaluated a multi-class animal classification system, benchmarking classifiers like Gaussian Bayes, Parzen windows, and k-NN variants on a balanced Zoo dataset with 7 species.
- Designed and implemented a secure hybrid AWS deployment, covering VPC segmentation, S3 policy hardening, and automated EC2 front/back provisioning, alongside an advanced canary rollout that scales recommendation APIs across subnets, ALB target groups, and container-based updates.
- For additional case studies, explore my project portfolio.

Indi Projects

Spotify Wrapped Analytics | *Alicante, Spain*   **Oct. 2024 – 2025**

- Developed a Jupyter notebook delivering in-depth analytics of music listening habits using Spotify data.

3D Video Game with Unreal Engine 4 | *Alicante, Spain*   **2022**

- Assembled and programmed a 3D video game leveraging Unreal Engine Blueprints and C++.

Professional Experience

Outlier | *Alicante, Spain*   **2024 – Present**

- Working as a Reinforcement Learning from Human Feedback Researcher contributing to multiple reinforcement learning projects driven by human feedback.

Education

University of Alicante   **Sept. 2022 – Present**
Artificial Intelligence Engineering (3rd year, 100% pass)   *Alicante, Spain*

Oxford Test of English   **May 2024**
B2 Level, ref 263339   *Alicante, Spain*

Additional Skills

Tools: AWS, Latex, git, Docker, Bash
Machine Learning Tools: PyTorch, Hugging Face, pandas, numpy, matplotlib, n8n
Programming: Python, C++, C, Swift, Matlab, noSQL, SQL, JavaScript
Languages: English (Fluent), Spanish (Native), Catalan (Native)