

# JORDI BLASCO LOZANO

Alicante, España

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## 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**

*Artificial Intelligence Engineering (3rd year, 100% pass)*

**Sept. 2022 – Present**

*Alicante, Spain*

**Oxford Test of English**

*B2 Level, ref 263339*

**May 2024**

*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)