

JAVIER CABLES

Skills

- Python (Pandas, NumPy, Scikit-learn, Tensorflow, Keras, Matplotlib, Seaborn)
- SQL (MySQL, MongoDB, PostgreSQL)
- Git/Github
- English (C1 Advanced Cambridge Certificate)
- Jupyter Notebook
- Microsoft Power BI

Projects

NETFLIX MOVIES AND TV SHOWS DATA ANALYSIS ↗ – Personal Project	November 2025
<ul style="list-style-type: none"> • Analyzed 8,807 Netflix titles using PostgreSQL to solve 15 medium-to-advanced analytical business problems • Executed Data Transformation via STRING_TO_ARRAY and UNNEST to process complex multi-value fields • Applied Advanced SQL logic, utilizing Window Functions (RANK), Subqueries, and conditional CASE Statements • Successfully performed Database Setup and Data Modeling (schema definition) using PG Admin 4, publishing code on GitHub 	
AUTOMATIC NUMBER PLATE RECOGNITION ↗ – Personal Project	October 2025
<ul style="list-style-type: none"> • Developed an ANPR system in Python, integrating YOLOv8 detection, SORT tracking, and EasyOCR for robust text recognition • Implemented Object Tracking to assign unique car IDs, resolving plate ambiguity using the Highest Confidence Score value • Optimized OCR accuracy via specialized Image Preprocessing (thresholding) and format-specific post-processing logic • Engineered a complete pipeline, structuring frame-level results and applying Data Interpolation for stable video visualization 	
UNSUPERVISED MUSIC TRACK CLUSTERING ↗ – Personal Project	September 2025
<ul style="list-style-type: none"> • Designed Unsupervised ML system for automatic music clustering using 196 acoustic features (MFCC, spectral, chroma) • Compared four Clustering Algorithms (K-Means, GMM, DBSCAN, HDBSCAN); DBSCAN achieved the optimal score of 0.563 • Engineered a feature extraction Data Pipeline from the GTZAN dataset, optimizing analysis with the Top20 feature subset • Validated a scalable solution for Music Information Retrieval (MIR), reducing cultural biases in catalog organization 	
ROAD ACCIDENT ANALYSIS POWER BI DASHBOARD ↗ – Personal Project	July 2025
<ul style="list-style-type: none"> • Developed interactive Road Accident Dashboard (2021-2022) using Power BI, DAX, and Power Query Editor • Executed end-to-end Data Cleaning (307k rows), created custom Date Table, and established Data Modeling (1:M) • Built Time Intelligence KPIs (YTD, YoY growth) showing an 11-12% casualty reduction for Ministry of Transport • Visualized risk hotspots by location (Urban/Rural) and road type to support preventive decisions for stakeholders 	
MEDICAL CHATBOT WITH GENERATIVE AI ↗ – Personal Project	June 2025
<ul style="list-style-type: none"> • Developed an end-to-end Generative AI chatbot using RAG to deliver accurate diagnosis, treatment, and medicine suggestions • Engineered RAG pipeline; processed 637-page medical book into 7,020 Vector Embeddings stored in Pinecone DB • Implemented system using LangChain, Python modular coding, Hugging Face embeddings, and OpenAI LLM • Designed a production-ready application featuring a custom UI built with Flask and utilizing Git/GitHub for version control 	

Education

MASTER'S IN APPLIED ARTIFICIAL INTELLIGENCE (CPD) – Universidad Europea de Madrid – Online	November 2024 -
September 2025	
<ul style="list-style-type: none"> • GPA: 9.45 ↗ • Majors: NLP, Supervised and unsupervised learning, deep learning, computer vision, data analysis and visualization, python programming, machine learning, reinforcement learning, cloud-based AI deployment, model evaluation 	
MACHINE LEARNING SPECIALIST COURSE ↗ – Stanford University, DeepLearning.ai – Online	April 25 - September 2025
<ul style="list-style-type: none"> • Majors: Supervised and unsupervised learning, neural networks, deep learning, model evaluation 	

- Majors: Game design, narrative design, gameplay programming, project development, and interactive media

- Majors: Technical art workflows, shaders, VFX, asset optimization, pipelines, and real-time graphics

Work Experience

GAME DEVELOPER – Playoffnations – Madrid, Spain November 2023 - December 2024

- Led programming for Roblox and Fortnite projects with brands like McDonald's and Kellogg's
- Managed data-driven gameplay systems and AI-based mechanics in Roblox
- Designed database structures and customization algorithms for internal projects
- Developed gameplay logic using Lua and Verse within Roblox Studio and UEFN

GAME PROGRAMMER – El Ultimo Signo Servicios Audiovisuales – Madrid, Spain March 2022 - May 2023

- Developed mobile game Caminos Legendarios using Unity and C#
- Implemented and tested software systems ensuring high performance and stability
- Created 3 of 6 gameplay chapters, focusing on logic and player data handling
- Collaborated in product presentation and technical demos

STUDENT INTERN – Electronic Arts (EA) – Madrid, Spain October 2022 - February 2023

- Built AI systems for enemy behaviors using C++ and Unreal Engine 5
- Contributed to multiplayer networking and project architecture design
- Collaborated with 5 developers to maintain clean and modular code

GAME TESTER – Pendulo Studios – Madrid, Spain January 2022

- Led Tested alpha version of "Tintin Reporter – Cigars of the Pharaoh"
- Reported bugs and gameplay issues to improve QA processes

GAME TESTER – Blackmouth Games – Madrid, Spain March 2020

- Led Tested "Hit n' Rush" alpha version, providing detailed bug reports
- Supported quality assurance for gameplay balance and user experience