

## Skills

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- SQL (SQL Server, MySQL)
- Python (Pandas, NumPy, Matplotlib, Seaborn, TensorFlow)
- Jupyter Notebook
- Microsoft Power BI

## About Me

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I have worked as a video game programmer for several years, but recently I decided to shift my career toward data science, where I am now focused on.

## Projects

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### MOVIE REVIEW SENTIMENT CLASSIFIER – Personal Project – Madrid, Spain April 2025

- Built a **sentiment classification model** using the IMDb dataset with over 50,000 movie reviews
- Applied data preprocessing and exploratory data analysis techniques to understand review distributions and text lengths
- Fine-tuned **Transformer-based models** to classify reviews as positive or negative, achieving 95% accuracy
- Utilized **Python**, Hugging Face's datasets library, and **scikit-learn** to evaluate the model with precision, recall, F1-score, and ROC-AUC

### AIRLINE PASSENGER SATISFACTION CLUSTERING – Personal Project – Madrid, Spain February 2025

- Conducted an unsupervised learning project using real-world airline passenger satisfaction data
- Executed a complete **Exploratory Data Analysis (EDA)** to identify patterns in customer types, travel classes, and service ratings
- Applied **K-Means clustering** to group passengers by satisfaction, optimizing cluster count using the elbow method
- Utilized **Python**, **pandas**, **scikit-learn**, **matplotlib**, and **seaborn** to implement, visualize, and interpret clustering results

### SALES DASHBOARD ANALYSIS – Personal Project – Madrid, Spain January 2025

- Developed a Business Intelligence dashboard in **Power BI** using OLAP structure with a fact table and multiple dimension tables
- Created interactive visualizations such as KPIs, line and bar charts, treemaps, and slicers to explore trends in sales volume and units sold

### IRIS SPECIES CLASSIFICATION WITH NEURAL NETWORKS – Personal Project – Madrid, Spain December 2024

- Built a **multi-class classification model** using the classic Iris dataset
- Implemented a **TensorFlow neural network** and trained it with normalized data to predict species with high accuracy
- Evaluated performance using **confusion matrix** and **classification report**, achieving 100% accuracy on the test set

## Work Experience

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

- Programming leadership of two long development projects for the Telefónica and McDonald's brands in Roblox.
- Responsible for programming and functionality in five internal projects at Roblox
- Majors: Gameplay programming, multiplayer systems, AI behavior, UI/UX, database management, performance optimization

## Education

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### MÁSTER EN FORMACIÓN PERMANENTE IA – Universidad Europea de Madrid – Madrid, Spain May 2025

- 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 2025

- Majors: Supervised and unsupervised learning, neural networks, deep learning, model evaluation