



I am Bachelor in Computer Science. I am looking for use and develop my skills working in real problems , mainly in the field of Computer Visión and 3D Reconstruction. I love hard problems and using my knowledge to help the others

CONTACT

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EDUCATION

Universidad de La Habana

Bachelor in Computer Science
2019- February 2024

GPA: 4.65/5



Relevant Coursework



Technical Skills

- | | |
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| <ul style="list-style-type: none">• Operative Systems• Algorithm Design and Analysis• Data Structures and Algorithms• Machine Learning• Artificial Intelligence• Distributed Systems• Computer Architecture• Optimization Models | <ul style="list-style-type: none">• C• Python• C#• Django• Docker• CNNs• Data Structures• Algorithm Design• Math• Algebra• Teaching |
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LEONARDO ULLOA FERRER

COMPUTER SCIENTIST



WORK EXPERIENCE

Teaching Assistant

Universidad de La Habana
september 2021 - 2024

- I was selected for helping with the teaching of Lineal Algebra and Analytic Geometry



PROJECTS

(More projects and details in the Github profile)

DFU-Measure

A tool for measuring diabetic foot ulcers using RGB-D cámaras

- Techniques for Image Quality and Depth Quality assesment were studied and selected
- Segment Anything Model with Faster R-CNN detection was tested for segmentation
- The localization was improved using a smart combination of CSRT tracking and detection

Distributed Twitter

An implementation of a Distributed Twitter

- The behavior of a thread-pool y call-back functions were encapsulated in a class system.
- A Distributed Hash Table was implemented.
- We use Docker for the implementation.

Formation DSL

We design a Domain Specific Language (DSL) and implement his transpiler to Python

- We design the language's grammar
- We implement an LR(1) parser
- We implement type and semantics checks
- We use regular expressions for the Tokenizer

IFSL

A strategy game simulator y and an AI to control his agents

- We use Windowed Hierarchical Cooperative A*
- We use CSP and Hill Climbing for assignation
- We solve Coverage Path Planning with a Genetic Algorithm
- We adapt minimax for cooperative combat

Shell y Web Server FTP

- We implement pipes(|) and redirecciones(<)(>)
- Multi-process with fork, exec y waitpid
- We worked with signals
- We use sockets and http protocol