

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

Mail: ulloaferrerleonardo@gmail.com

LinkedIn: Leonardo Ulloa Ferrer

Github: Leo00010011



Universidad de La Habana

Bachelor in Computer Science 2019- February 2024

GPA: 4.65/5



Cursos relevantes



Habilidades

- Operative Systems
- Algorithm Design and Analysis
- Data Structures and Algorithms
- Machine Learning
- Artificial Intelligence
- Distributed **Systems**
- Computer Architecture
- Optimization Models

- C
- Python
- C#
- Django
- Docker
- CNNs
- Data Structures
- Algorithm Design
- Math
- Algebra
- Teaching

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 cámeras

- 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 $\stackrel{\bullet}{\sim}$



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 칕



A strategy game simulator y and an Al 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 v Web Server FTP 6



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