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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in LinkedIn: Leonardo Ulloa Ferrer

Github: Leo00010011

EDUCATION

Universidad de La Habana

**Bachelor in Computer Science
2019- February 2024**

GPA: 4.65/5

Relevant Coursework

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

Technical Skills

- 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 cameras
- Techniques for Image Quality and Depth Quality assessment 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 redirections(<)(>)
- Multi-process with fork, exec y waitpid
- We worked with signals
- We use sockets and HTTP protocol