

# Martín Eduardo Bravo Díaz

☎+46 73 584 5084 | ☎+569 3720 1642 | ✉[martin16bravo2@gmail.com](mailto:martin16bravo2@gmail.com) | [LinkedIn](#) | [GitHub](#) | [Website](#)

## EDUCATION

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### KTH Royal Institute of Technology

Stockholm, Sweden

*Visiting Student, Machine Learning*

*August 2024 – June 2025*

- Coursework: Advanced Machine Learning, Advanced Deep Learning, and Project Management
- Member of the KTH AI Society club, collaborating on projects and attending workshops.
- *Thesis:* "Complexity Analysis of Federated Learning Algorithms for Clustering." Advisor: Prof. Aristides Gionis.

### University of Chile

Santiago, Chile

*Bachelor of Science in Computer Science and Engineering*

*March 2021 – June 2025*

- Ranked #1 out of 120 students; awarded Full Scholarship for Academic Excellence.
- Outstanding Student Award recipient in 2021, 2022, and 2023 for academic and extracurricular contributions.
- Teaching Assistant for Data Structures and Algorithms, Programming, and Calculus courses.

## EXPERIENCE

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### Hopsworks AI

Stockholm, Sweden

*Machine Learning Engineer Intern*

*January 2025 – Present*

- Building the Code Generator Assistant, a tool that automates the generation ML pipelines and code snippets for data preprocessing, model training, and deployment.

### SoyMomo - AI Products for Family Safety

Santiago, Chile

*Machine Learning Engineer Intern*

*December 2023 – August 2024*

- Built the HeyMomo digital assistant using LangChain, AWS, and Node.js/Express.js, creating a child-friendly, interactive experience developed within an Agile framework to enable rapid iteration and user feedback.
- Collaborated closely with product managers, designers, and engineers to align goals, optimize performance, and ensure seamless integration into SoyMomo's products.
- Deployed a baby cry classification model on Azure ML, achieving 92% accuracy in detecting needs such as hunger and discomfort, with continuous monitoring for real-time performance.
- Designed and implemented a data pipeline to process audio samples, converting them into standardized 8-second clips, extracting key features, and preparing data for model training.

### National Center for Artificial Intelligence

Santiago, Chile

*Student Intern*

*September – December 2023*

- Fine-tuned Stable Diffusion for a museum exhibit, configuring Automatic1111 to generate theme-based art on museum hardware.
- Built a user interface on tablets using HTML/CSS/JS and Flask, allowing visitors to generate personalized images.

### University of Chile

Santiago, Chile

*Undergraduate Guided Research Project*

*April – September 2023*

- Developed a virtual museum of archaeological sculptures using Unreal Engine 5 and NeRF neural networks.

## PROJECTS

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### 99.7% Citric Liquid - Scala Game Project

*Project Repository*

- Developed a Scala-based game inspired by "100% Orange Juice," applying design patterns (Singleton, Factory) for scalability and testability.
- Demonstrated strong functional and object-oriented programming skills, achieving a maintainable and modular codebase.

### Machine Learning Specialization

*Certificate*

- Completed in-depth courses on deep learning with TensorFlow, gaining skills in optimization and large-scale ML deployments.