Gabriel Lozano

Profile

I am a double-degree mathematician and computer scientist who took an early interest in data science. I have worked in multiple production environments and have a strong background in software development and coding competitions. I have experience in data science and databases.

Skills

Big Data ▪ Data Science ▪ Machine Learning ▪ Deep learning ▪ Spark ▪ PostgreSQL ▪ Python ▪ C ▪ Pytorch ▪ NLP ▪ Computer Vision ▪ AWS ▪ English C2

Education

09/2023 - 09/2025

M2 Big data Management and Analytics
CentraléSupelec - Paris Saclay

02/2016- 12/2021

Computer Scientist (B.Sc.)
National University of Colombia
Best GPA in my generation.

02/2016 - 07/2021

Mathematics (B.Sc.)
National University of Colombia

Contact

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- github.com/Matematikoi

Work Experience

Machine Learning Engineer
02/2022 - 09/2023
Instaleap - SaaS company

Worked deploying multiple services in a production environment following agile methodologies. Worked on last-mile delivery for the biggest supermarkets in Latin America. Got used to working on cloud technologies, specifically AWS.

Visiting Scholar
08/2021- 02/2022
Purdue University / West Lafayette USA

Collaborated alongside Proffessor Michael Levine and published a paper on machine learning applied to genomics. Particularly non-parametrical clustering.

Software Engineer Intern
06/2020 - 12/2020
Twilio - SaaS company

Researched fraud detection in phone verification services using data analysis. Worked as a software engineer deploying code to a service that must be available 99.99% of the time. Worked professionally with Java, Kafka, Google Big Query, Kibana and DataDog.

Computer Science Lab Assistant
12/2016 - 07/2019
National University of Colombia

Worked with Prof. Francisco Gomez `https://sites.google.com/site/fagomezj/home` in computational modeling of biological systems. Published a paper using computer vision in ecology.

Projects

- *Open source contribution to MobilityDB.* I created an in-memory index for the spatio-temporal extension of PostgreSQL MobilityDB.

- *Decoding library for Python.* Developed a python library for encoding information using coding theory. `https://pypi.org/project/UnCodeGL/`

- *Grafana based real-time tracking of Belgium Trains.* Analyzed the data of Belgium trains to create a dashboard in Grafana to monitor and take informed decisions in real-time to problems in the rail-network

- *Chess extension for PostgreSQL.* We developed a fully-fledged chess extension with support for indices and chess operations for the PostgreSQL database.

- *Graph based recommendation system.* Scraped massive amounts of data in movies, videogames and boardgames, and made a recommendation system based on Neo4j database using graph embeddings.

Publications - Research

- (Computer Vision) Lozano, Gabriel, et al. (2017). "Characterization of skin patterns in Pseudoplatystoma Magdaleniatum".
  In: *2017 Sustainable Internet and ICT for Sustainability (SustainIT). IEEE, 2017.*

- Lozano Gabriel & Nadia Atallah & Michael Levine. (2023). "Non-parametric clustering of RNA-sequencing data.".
  In: *Statistical Analysis and Data Mining: The ASA Data Science Journal 16.6 (2023)*

21st December 2024

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