Daniel Alejandro Rodríguez López

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Summary — Computer engineer with wide range of skills specialized in backend programming. Expertise in Python, with experience in other system languages such as C++ or Java, and web development (HTML, JS, CSS, MVC frameworks). Particular interest in dynamic projects and open source software.

Skills

Programming	Python, C/C++, Java, JavaScript	**Development**	Django, Flask, unittest, Numpy, OpenCV
Tools	Vim, Git, CMake	**Deployment**	Unix, AWS, Nginx, Docker, SSH

Experience

Biomedical Imaging and Instrumentation Group — 01/2024 – Present
Research Support Technician — *Leganés, Madrid*

– Applied techniques to reduce up to 70% memory consumption in DNN models without decreasing precision.
– Help to fix problems in a tomography reconstruction C++ program.
– Work was presented at Sarteco JP2024 and HeteroPar 2024

Fujitsu Limited — 01/2023 – 08/2023
Researcher — *Nakahara-ku, Kawasaki*

– Vulcanus in Japan 2022-2023 internship.
– Research and improve performance in the Matrix Product State simulation method in the Qiskit framework up to x97 using Intel MKL and OpenBLAS.
– Work was presented at the SWoPP Conference in Hakodate, Hokkaido in 2023.

Shazura — 08/2018 – 08/2022
AI Fullstack Engineer — *Madrid, Madrid*

– Developed core functionalities and create demos from scratch.
– Single-handed optimization and redesign of the architecture to increase processing speed by 100% implementing Pub-Sub workflow using Celery.
– Worked with web frameworks (Django, Flask, DRF), C++ core module with Python bindings and maintain servers with Nginx on AWS.

Education

Universidad Carlos III de Madrid — 2024
Master in Informatics Engineering
Honors in: High Performance Computing, Massive and Linked Data

Universidad Carlos III de Madrid — 2017
Bachelor in Computer Science and Engineering

Languages

Spanish	Native	**English**	C1	**Japanese**	B1

Projects and Activities

GW2TODO List 🔗 — 2024

– Website to track craftable items in the video game Guild Wars 2 and check if the player can already create them

PicoVolume 🔗 — 2022

– External media buttons for a keyboard to increase/decrease volume and change audio device

Member of the GUL UC3M (09/2015 - Present) 🔗 — 2015 – Present

– Board member since 2020.
– Organizer/Co-creator of "GUL Jamón" series of events and activities focused on FOSS video games.
– Recurrent speaker with talks such as "Introduction to Python", "Introduction to Git" or "Assembling your computer"