Daniel Alejandro Rodríguez López

Backend engineer

Graduated in Computer Science. Interested in Open Source, Optimization, and Software Development. Always trying to learn new things.

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Madrid, Spain

🖫 patataman.github.io

WORK EXPERIENCE

Research Support Technician

Biomedical Imaging and Instrumentation Group

Research group inside the Bioengineering department at Universidad Carlos III de Madria

Achievements/Tasks

- Apply techniques to reduce memory consumption in DNN models without decreasing precision
- Debug memory leaks in tomography reconstruction program
- Python, PyTorch, C++

Researcher

次世代アーキPJ/ Fujitsu Limited

01/2023 - 08/2023

Nakahara-ku, Kawasaki

Achievements/Tasks

- Research and improve performance in the Matrix Product State simulation method in the Qiskit framework.
- Work is merged into the official Qiskit repository.
- Python, C++, OpenBLAS/Intel MKL, Intel VTune

Contact: Takumi HONDA - honda.takumi@fujitsu.com

AI Fullstack Engineer

Shazura 🗷

08/2018 - 08/2022

Madrid

Start-Up developing a new method for image recognition.

Achievements/Tasks

- Develop new core functionalities and create from scratch new demos and applications.
- Single-handed optimisation and redesign of the architecture to increase processing speed by 100%.
- Django, DFR, Celery (from scratch), Flask, Nginx, AWS

EDUCATION

Master in Informatics Engineering

Universidad Carlos III de Madrid 🗷

09/2020 - 09/2024

GPA 8.65/10

Achievements

- Honors in: High Performance Computing, Massive and Linked
- Selected in Vulcanus in Japan 2022-2023

Bachelor in Computer Science and Engineering

Universidad Carlos III de Madrid 🗷

GPA: 7,96/10

Achievements

09/2013 - 07/2017

- Focused in Artificial Intelligence
- Bachelor Thesis: Development intelligent behaviors in StarCraft: **Brood War**

HARD AND SOFT SKILLS



PROJECTS AND ACTIVITIES

PicoVolume (03/2022) 🗹

• External media buttons for a keyboard to up/down volume and change audio device.

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

- President (2020-2023).
- Organizer/Creator of the "GUL Jamón" series of events and activities focused on FOSS video games.
- Speaker in multiple talks, such as "Introduction to Python", "Introduction to Git" or "Assembling your computer

LANGUAGES



PERSONAL INTERESTS

