PEDRO ORTEGO

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EDUCATION

Cornell Tech, New York, NY — Aug 2022 - Present
Master of Engineering in Computer Science | GPA: 4.0/4.0
With Merit-Based Scholarship

Relevant Coursework: Machine Learning Engineering, Applied Machine Learning, VR and AR, HCI & Design.

University of Navarra - TECNUN, Donostia, Spain — Aug 2018 – Jun 2022
Bachelor of Science in Computer Science | Major GPA: 3.88/4.0
With three Merit-Based Scholarships

Relevant Coursework: Computer Programming, Computer Architecture, Machine Learning Algorithms, Python Programming, Information Coding, Digital Signal Processing.

TECHNICAL SKILLS

Coding Language:	Python, C++, C#, MATLAB, HTML, Java, JavaScript, SQL, CSS
Other Tools:	TensorFlow, PyTorch, Excel, Pandas, NumPy, Unity, Git, GitHub, React, WebGL, AWS

EXPERIENCE

LainoMedical, Machine Learning Engineer, Spain — Jun 2021 – Jul 2022

- Worked as a Machine Learning Engineer at LainoMedical. Created and implemented a machine learning algorithm for medical solution detection and identification.
- Designed and implemented a **TensorFlow**-based machine learning algorithm in **Python** to detect, identify, and classify medical solutions in the company's products using RFID technology.
- Conducted experiments to evaluate the performance of the algorithm, utilizing **scikit-learn** in **Python** and achieving over **99% accuracy.**
- Developed chipless RFID tags for medicine capsules and integrated the complete system for practical use in the company's products, resulting in a significant cost savings of over $500,000 by eliminating the need for RFID chips.

Tecnun, Research Assistant, Spain — Sep 2020 – Jan 2022

- Designed new healthcare applications for RFID technology using Machine Learning Algorithms.
    - Conducted extensive research on the latest advancements in machine learning algorithms and applied these in the design of new applications.
    - Worked closely with healthcare experts to identify their needs and requirements, and designed applications that met those needs and requirements.
- Researched new Machine Learning Algorithms for these applications **(Python).**
    - Increased the efficiency of these applications by 30% compared to traditional applications.
    - Improved the accuracy of the algorithms by 50%, leading to more accurate predictions and better outcomes.
- Led a team of 5 students managing their workload and assigning deadlines. Hugely improved my teamwork skills as well as my leadership skills.

CampusHome, Software Developer Intern, Spain — Jul 2019 – Sep 2020

- Search for bugs in upcoming software releases, helping the development team troubleshoot any issues.
- Collaborated with a 5-member team to release a new system suite, saving the company $12K in monthly QA costs.
- Designed and implemented 50+ E2E tests using Selenium, simulating each user group's actions.

PROJECTS

Web Scraper using Python, (Python) — Spring 2023

- Developed a web scraper using Python and BeautifulSoup library to extract data from multiple websites and store it in a structured format.
- Implemented a multi-threaded architecture to increase the speed of data extraction and processing.
- Used Regex to clean and preprocess the extracted data before storing it in a SQL database.

Music Generation using AI, (Python) — Fall 2022

Exploring AI methods to generate sequences of musical notes in a way that makes sense and sounds good.

- Developed a program using Neural Networks, specifically Long Short-Term Memory (LSTM), and Keras, a high-level neural network for simplifying interactions with TensorFlow.
- Checked the effectiveness of this algorithm compared to others and researched new ways to implement music generation.