

[Contact]

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Roberto M. Solis-Stevenson

A state-of-the-art attitude will become the best tool in order to be an everyday / seamless better version of myself.

IT Manager

Icon Solutions
2022

IT Manager with roles in Hardware management, Database Management, Mobile / web Developing for domestic and client driven purposes,

Developer

21 Tigers App Bakery
2019 – Present.

Director and CO-Founder of 21 Tigers App Bakery, an independent Web / Mobile App developer, Game Designing, AI, Database Architect, Data Scientist for Management oriented services, UI /IX front-end designer Company founded in 2018.

Designer

Neon Suns Design
2017-Present

Visual – Sound – Multimedia designer for an independent multi-Platform designer house focused on all kinds of multimedia products and services, especially Visual - Audio Productions.

Languages

General Written – Spoken
Relationship

German / Japanese

5/10



English

9/10



Spanish

10/10



From 2013 Signed for
Computer science degree
and self-thought Developer

Development Languages

[*Frame works, Libraries, used on my poly Lingo career*]

Programming Languages

Main Programing Languages

Python: for Developing, web back-end web developing, Data Science, front end on KivyMD.

JavaScript; for Applications and full stack development [React, React-Native, Node.js Back end].

Node.js ; for server side development-Back End.

Side Programming Languages

C#: for VR(Virtual Reality)-AR(Augmented Reality) development on Vuforia, Google CoreAR engines.

C++: for Audio processing apps purposes mainly through *JUCE* Developing system (dependency of C++), *Gaming* Development in Unity ver4 and Computer Vision applications.

Front-End / Back-End,

Flutter-Dart; for Mobile Development.

HTML-CSS:: for web/Mobile developing styling.

Data Base Architecture

[*Main Data Base Administrative Interfaces for various purposes*]

Data Base Architecture

Relational Architecture

API/Data Streaming
purposes

Displaying and Analytics
purposes

MSSQL Server:: for
Data base management,
structure and architecture
{closely used with Python
for data Science /
Machine Learning tasks}.

Spark: In Azure
DataBricks[Python on
PySpark].

Azure: Data Bricks, Delta
Lake, Azure Data Factory

MS Power BI: for Data
presentation/Analytics
purposes.

MongoDB: For Web
Back-End development
along side with
Mongoose, Express.js and
Node.js.

Pending certificates

MSSQL and Azure Various
certificates in progress.

Enrolled in a IBM
Data Science Bootcamp
& AI development
courses since 2018

ML / Data Science / AI

[Data Science, Machine Learning, AI and Deep Learning main Frame Works]

Data Science	Deep Learning	AI
General Data Science & Machine Learning	Developer Tools	AI Development
Data Science[Python]: Data Science & Machine Learning(fluent in Linear regressions with multi variables, Gradient Descent Algorithm(Cost Functions, Mean Squared Error(MSE) Functions), Coefs and p-Values), Naïve Bayes Classifiers, TensorFlow Models through websides, TensorBoard Modeling Integrations.	TensorFlow: for machine learning, Deep learning, and Data Science, along with developing apps.	[Python, Tensorflow.js, Keras]: Q-Learning, Deep-Q-Learning, Fully-Connected Neural Networks, Variational AutoEnconders, Policy Gradient, I/O Controllers, Mixture Density Network. Coavriance-Matrix Adaptation Evolution Strategies[CMA-ES](in-progress)*.

*Hybrid AI integrations

Self-thought sound designer,
music producer, sound engineer,
Video editor / producer and graphical
2D - 3D designer

Design & Producer

[Sound design, Engineering, Repair & Multimedia designer Neon Suns Design]

Sound Design & Engineering

Digital Work Stations and
Sound treatment Tools

[Sound Engineering]: Presonus
Studio one 5.0, Protools.

[Sound Design]: Reason
Studios Reason 12, Ableton Live
10, FL Studio 20,

[Sound Repair]: iZotope
RX7

Multimedia

Video & Image Editors

[Video Editors]: Adobe
Premier, Adobe
AfterEffects DaVinci
Resolve, FL Studio
20 (on Z-Game Editor Native
Plug-in).

Designer

Designer Editorss

[Graphical Design]:
Adobe PhotoShop,
Adobe Illustrator, Adobe
LightRoom(For colour editing),
Blender 3.0(For 3D modelling
and Material Design)