Carlos E. **Tejada**

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Summary

Results-oriented data scientist with outstanding academic achievements. Specializes in developing and maintaining databases, ETL processes, predictive models and PowerBI dashboards. Demonstrates extensive skill in a variety of programming languages, including Python, SQL, and C++.

Employment

Aarhus University

Aarhus, Denmark

Postdoctoral Researcher

June 2023 – Present

- Explored the use of generative artificial intelligence for computer-aided design (CAD).
- Created predictive models for time-series data to translate readings from 3D-printed sensors into human-readable information.
- Explored the creation of intra-buccal sensors for hands-free device use.

Netcompany A/S

Copenhagen, Denmark

Data Consultant

2021 – 2023

- Designed, developed and deployed a natural language processing and machine learning architecture to extract meaning from unstructured text, and classify document types based on their content using Python's data science ecosystem (i.e., Numpy, Scikit-learn, Pandas, Tensorflow).
- Designed, developed and deployed an ETL process for managing, transforming, aggergating and stardardizing of billions of geo-spatial data points using Python, SQL and Azure technologies.
- Contributed to the creation of a series of dashboards and visualization tools for quantitative and geo-spatial data using PowerBI.
- Created a natural language processing pipeline to extract meaning from digital correspondence in four different languages.
- Developed multiple predictive models for the classification and sorting of digital correspondence based on its contents.
- Implemented a predictive model selection pipeline for determining the best machine learning model algorithm and their specific parameters, depending on the incoming data.

University of Copenhagen

Copenhagen, Denmark

Ph.D. Fellow

2018 – 2021

- Explored and developed a variety of techniques to fabricate tangible, interactive devices using off-the-shelf equipment and materials.
- Developed a series of predictive machine learning models that translated raw sensor data into actionable information.
- Extensive use of the Python data science suite (e.g., Numpy, Scikit-learn, Pandas, PyTorch) to create custom predictive models for identifying interactions on tangible devices.
- Authored and published academic papers in top-tier conferences for Human-Computer Interaction.

Rochester Institute of Technology

Rochester, New York, USA

Graduate Research Assistant

2014 – 2018

- Developed a series of acoutic signal processing pipelines to extract significant features from recordings (e.g., frequency information, zero-crossing rate, etc.).
- Created multiple predictive machine learning models for novel wearable (i.e., hands-free device control using body movements) and activity recognition (i.e., detecting the status of objects and appliances based on their acoustic signatures) devices.

Tous Software Corp.

Miramar, Florida, USA

Senior Software Developer

2012 – 2014

- Led a team developers in creating a new reporting portal for customers using Java, PHP, and Go.
- Interfaced between clients and developer team to effectively implement the requirements.

Education

University of Copenhagen

Copenhagen, Denmark

Ph.D. in Computer Science

2018 – 2021

- Thesis title: *Print-and-Play Fabrication*.

Rochester Institute of Technology

Rochester, New York, USA

M.Sc. in Information Science: Machine Learning and Database Management focus

2014 – 2016

Pontificia Universidad Católica Madre y Maestra

Santiago, Dominican Republic

B.Sc. in Systems Engineering: Database and Information Retreival focus

2008 – 2013