



DENNIS FIALLO

Computer Scientist

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ABOUT ME

I am a Bachelor of Computer Science. I possess a strong passion for machine learning, artificial intelligence, and web development. Committed to staying up-to-date with the latest advancements and leveraging innovative tools, I am dedicated to collaborative teamwork. I excel in working with multidisciplinary teams to deliver high-quality software solutions, and I am committed to making a positive impact through exceptional software development.

EDUCATION

09/2019 – 01/2024 **Bachelor in Computer Science** School of Math and Computer Science
University of Havana

- Good grades in most of the subjects of the course.
- Member of "Dynamic Systems Analysis" Research group.

Skills
used:

ARTIFICIAL INTELLIGENCE MACHINE LEARNING SOFTWARE ENGINEERING DESIGN AND ANALYSIS OF ALGORITHMS
DATABASE SYSTEMS DATA STRUCTURES AND ALGORITHMS COMPILERS COMPUTER ARCHITECTURE
DISTRIBUTED SYSTEMS SIMULATION

09/2015 – 07/2018 **High School** Vocational High School Institute of Exact Sciences Vladimir Ilich Lenin

- Top-performing student at the Vocational High School Institute of Exact Sciences Vladimir Ilich Lenin in Cuba.
- Strong aptitude for mathematics, science, and technology.

EXPERIENCE

09/2023 – present **Junior Backend Developer** Development Department
Avangenio

- I have worked on international projects as a backend developer, primarily using FastAPI and AWS with a microservices architecture.
- I have worked on developing ERP systems using the Frappe framework.

Technologies
used:

PYTHON JAVASCRIPT FASTAPI FRAPPE POSTGRESSQL AWS SQL HTML POSTMAN

07/2022 – present **Freelancer**

- Developed and implemented software solutions for clients, including web applications, data analysis tools, and machine learning models.

Technologies
used:

PYTHON DJANGO FASTAPI JAVASCRIPT TYPESCRIPT REACT NEXT.JS POSTGRESSQL REDIS DOCKER

06/2021 - 12/2021 **Internship** Development Department
SICMA

- Completed a program on generating business documents with digital signature during my internship at SICMA, gaining practical experience with electronic signature software and ensuring secure and efficient document signing processes."

Technologies
used:

PYTHON QTS

LANGUAGES

Spanish C2 Proficient User | Mother tongue

English B2 Independent User

French A1 Basic User

SOFT SKILLS

• Teamwork • Easily Adaptable • Time management • Attention to details • Continuous learning

HOBBIES

• Strategy and RPG Games: I enjoy playing strategy and role-playing games as a way to unwind and exercise my problem-solving skills.

• Fruit Wine Making: I like to experiment with making fruit wine as a fun and creative hobby, combining my interests in science and culinary arts.

• Reading About State of the Art in ML: I keep up-to-date with the latest advancements in machine learning by reading research papers and articles, which helps me stay informed about industry trends and new techniques.

• Listening to Lofi Music to Relax: I enjoy listening to lofi music as a way to relax and focus, which helps me stay productive and motivated.

COLLABORATIVE AND PERSONAL PROJECTS

</> LouvreMuseum

Museum website with data management system for administrators, including a sales and loan system between museums, developed using Python with Django, SQLite, and HTML, CSS, and Javascript with the Bootstrap framework.

</> Skyrimdb

Project of a dummy Database system to store player and environment data and stats based in Python with Django, Sqlite and HTML, CSS and Javascript with Bootstrap frame-work.

</> TagNetFS

A tag-based distributed file system implemented in Python using a distributed database built from scratch.

</> CausalFlow

Tool for the representation of causal graphs.

</> NDS

Turing complete programming language compiler using the Sly library, designed for simulating the development of nations.

</> Mint Shell

Shell for Linux-based OS based on other existing terminals in C programming.

</> Web Server

FTP server in C programming language.

</> Haskell Hidato

Generator and solver for the Hidato Sudoku game in functional programming language Haskell.

</> Azul

Simulation of the Blue Board Game in Prolog programming Language.

</> medical-knowledge-discoverer

Knowledge discovery in medical documents using Machine Learning.

</> MusicaMuse (ongoing)

Private project for music generation using machine learning.

</> ESN (ongoing)

Research about the predictive power of Echo State Networks(ESN) for predicting chaotic time series.

SKILLS

✓ Programming and Scripting languages

Python	●●●●●
JavaScript	●●●●●
TypeScript	●●●●●
C#	●●●●●
Assembly	●●●●●
SQL	●●●●●
C/C++	●●●●●
Prolog	●●●●●
Haskell	●●●●●
R	●●●●●

✓ Markup languages

Markdown	●●●●●
HTML	●●●●●
CSS	●●●●●
LaTeX	●●●●●

✓ Frameworks, Tools and libraries

FastApi	●●●●●
Frappe/ERPNext	●●●●●
Git/Github/GitLab/Bitbucket	●●●●●
Next.js	●●●●●
Django	●●●●●
PostgresSQL	●●●●●
Docker	●●●●●
Keras/Scikit-Learn	●●●●●

✓ Algorithms and Math Knowledge

Data Structures	●●●●●
Algebra	●●●●●
Probability and Statistics	●●●●●
Dynamic Programming	●●●●●
Graph Theory	●●●●●