



DENNIS FIALLO

Computer Scientist

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## ABOUT ME

I am a computer scientist with a strong passion for machine learning, artificial intelligence, and web development. I am dedicated to staying up-to-date with the latest advancements and leveraging innovative tools. I am a collaborative team player and successfully work with multidisciplinary teams to deliver high-quality software solutions. I am committed to making a positive impact through exceptional software development.

## EDUCATION

09/2019 – 01/2024 **Bachelor's Degree** 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 QT5

## 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	● ● ● ● ●