

Fran Cortés

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Experience

Deep Learning Engineer **Bemyvega** *Murcia, Spain* **12/2022 - Current**

- Lead the AI team to achieve quality real time transcription using NLP and Deep Learning techniques using LLMs models

CEO and CO-Founder **MiSintaxis** *Murcia, Spain* **09/2019 - Current**

- Led the creation, design, development and strategy of the number one app in the world of syntax teaching, with more than 60.000 downloads all around the world
- Deep Learning and Natural Language Processing: used Stanza with the Spanish Corpus Ancora. I have done Fine-Tuning to GPT3 adapting the Ancora corpus in order to train GPT3.
- Designed and implemented scalable APIs and background workers to develop this mobile app.
- Used android studio with Java and XML at first and then led the migration to flutter in order to create a multi platform app.
- Created the first prototype on my own then met my co-founder and CTO. Together we developed the first final version of the app.
- Recruited 1 designer and 2 more software engineers.
- Implemented backend with firebase and started migrating to AWS with MySQL.
- Used the lean methodology to create a minimum viable product.
- Implemented the agile methodology with SCRUM using Jira, Miro, Slack and our own company mail with thunderbird.
- Managed the business side, including legal issues, branding, recruiting, fundraising, external communications and networking.

Projects

- Hardware and APP with IoT: Developed an app that uses different API's in order to generate and scan QR to make micro transactions with Stripe. When the transaction is done, the app gives a signal to a device to make it ring. This device is an IoT solution developed with Arduino ID, using a ESP32 and a Buzzer. (11/2022)
- Movie Recommendation System: Created with my colleague an hybrid system using content-based, collaborative-based and Knowledge-based filtering using Java (Github Link) (2/2022)
- TURBINE: Before going to college I created a 3D mobile video game for Android using Unity 3D with C# and Blender. The game is available in the play store for free. Link to YouTube Gameplay (07/2018)
- ANALIZANDO: Created a syntax teaching app in highschool at the age of 15 in order to help students prepare for exams. Used AndroidStudio and developed it with Java and XML. The app is available in the Play Store and it currently has more than 28.000 downloads (09/2016)

Education

Bachelor of Computer Engineering **Universidad de Murcia** *Murcia, Spain* **09/2019 - 07/2023**

- Major in Computer Engineering. GPA of 8.6, this is in the top 1% of the university.

ERASMUS-Computer Engineering **Politechnika Wroclawska** *Wroclaw, Poland* **09/2021 - 02/2022**

- Major in Computer Engineering. Studied abroad in Poland for one semester. All classes were in english.

Skills

- Dart | Java | Python | JavaScript | HTML | CSS | C++ | C | MongoDB | MySQL | jQuery | NoSQL | Git | GitFlow | Jira | SCRUM | Firebase
- Flutter | Deep Learning | Natural Language Processing | Axure | Unit Testing | Unity 3D | Game Development | Lean Methodology
- Management | Microservices | Artificial Intelligence | Full-Stack | English, Spanish, French – All professional proficiency or above

Awards

- Extraordinary HighSchool Award: Received a recognition for passing every subject of my final year of highschool with Honors (06/2019)
- First place in multiple startup competitions and regional contests with my startup, MiSintaxis.
- Awarded scholarships to take courses in business administration and management.

Others

- Volunteered as a mentor for international students in my city.
- Performed Tech Talks in different faculties of my University and in different high schools.
- * Collaborated on local radios and other local news.