



# GONZALO MARTINEZ

SOFTWARE ENGINEER

## CONTACT INFO

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- gonmarmar/

## SKILLS

- |                 |       |
|-----------------|-------|
| Problem solving | ★★★★★ |
| Self-Learning   | ★★★★★ |
| Teamwork        | ★★★★★ |
| Time management | ★★★★☆ |
| Leadership      | ★★★★☆ |
| Creativity      | ★★★☆☆ |

## LANGUAGES

- |            |           |
|------------|-----------|
| Spanish    | Native    |
| English    | C1 (CEFR) |
| French     | B2 (CEFR) |
| Portuguese | B2 (CEFR) |

## COURSES

- Responsive Web Development**  
- Seville University, Jun 2017
- Android Mobile App Development**  
- Seville University, Jul 2017

## ABOUT ME

As a driven and dedicated Software Engineering student, my passion lies in developing efficient software solutions using a variety of programming languages and frameworks. I have a particular interest in exploring the applications of AI and machine learning to solve complex, real-world problems. I am a highly motivated and diligent individual who consistently strives for self-improvement and professional development

## WORK HISTORY

### Accenture

MAR 2023 - AUG 2023  
RPA Engineer & AI Developer

- Learning, configuring, and testing the RPA, as well as automating processes, generating automatic reports, and integrating the RPA with front-end applications.
- AI development tasks included the implementation of a Multi-Factor Authentication (MFA) system for a generative AI model within a hotel chain.

## EDUCATION

### Universidad Politécnica de Madrid, Madrid

SEP 2023 - PRESENT  
Master's Degree, Artificial Intelligence

### Universidad de Sevilla, Sevilla

SEP 2019 - JUN 2023  
Bachelor degree, Software Engineer

- Average grade: 7.1/10

## HIGHLIGHTED PROJECTS

SEP 2019 - PRESENT

### AIDrone

AI models used to monitor forest fires in using swarm drones. This improves fire detection accuracy, enabling faster and more effective response efforts

### BayesPPO-SMAC3

Research into the effectiveness of Bayesian optimisation with multi-fidelity for with multi-fidelity for hyperparameter adjustment in reinforcement learning algorithms using RL environments such as OpenAI Lunarlander and CartPole.