GONZALO MARTIN PEÑALBA

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EDUCATION

Honours Degree in Digital Technology & Management **Expected Graduation: June 2026**

Center for Digital Technology and Management (CDTM)

Selective interdisciplinary program for top-performing students, focused on developing skills in technology, innovation, and entrepreneurship through hands-on projects and collaboration with leading businesses.

BSc Industrial Computer Science and Robotics **Expected Graduation: June 2026**

Valencia Polythecnic University (UPV)

Relevant coursework: Machine Learning, Computer Vision, 3D Vision, Mobile Robotics, Intelligent Agents, Data Structures & Algorithms.

International Baccalaureate (IB) **Sept 2020 - June 2022**

Rigorous pre-university curriculum focused on independent research, critical thinking, and global perspectives.

U.S. Dual Diploma **Sept 2018 - June 2021**

Completed U.S. high school curriculum concurrently with national studies; graduated with Honor Roll distinction for academic excellence.

WORK EXPERIENCE

Systems Installer **June 2023 - August - 2023**

Winnercon

- Installed and configured digital display systems in educational environments, including classrooms, auditoriums, and common areas.
- Performed testing and troubleshooting of hardware and software components to guarantee optimal performance.

PROJECTS

Customer Relationship Management (CRM)

- Developed a CRM web application to streamline customer relationship management through automated lead tracking, agent assignment workflows, and category-based pipeline organization.
- Enabled team collaboration and sales optimization with role-based access controls and real-time customer data management.

Valencia Price Housing Predictor

- Developed a machine learning model using web-scraped real estate data from Idealista to predict housing prices in Valencia.
- Predicted housing prices with **98.5%** accuracy, showcasing strong model performance.

3D Vision Tracking for Multi-Robot Control

- Built a real-time computer vision system using YOLO for tennis ball tracking.
- Computed 3D ball positions through camera triangulation, enabling gesture-based commands where the number of fingers shown determines the number of robots performing synchronized pick-and-place tasks in simulation.