Jorge Sánchez Aguilar

Final-year Computer Science student focused on artificial intelligence and applied machine learning with experience in Python, PyTorch, and data-driven systems.

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EDUCATION

Universidad Rey Juan Carlos   **Madrid, Spain**
B.S. in Computer Science   *Expected Graduation, June 2026*
   o   **Concentrations:** Artificial intelligence and Modeling/Simulations
   o   **Grade:** 7.5/10
   o   **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Combinatorics, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Statistics & Applications

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Peer-to-peer software engineering program   *Expected Graduation, March 2026*
   o   **Level:** 3 (80% completed)
   o   **Focus Areas:** C Programming, UNIX/Linux System Programming, Data Structures & Algorithms, Object-Oriented Programming, Artificial Intelligence and Machine Learning

EXPERIENCE

Hotel Wellington & Four Seasons   **Madrid, Spain**
Lifeguard / Assistant Pool Manager   *Summer 2021 (July – August)*
   •   Ensured guest safety and satisfaction in luxury hotel environments
   •   Demonstrated strong responsibility, vigilance, and communication skills
   •   Collaborated closely with team members to maintain operational standards

AWARDS & COMPETITIONS

Qubic + VOTTUN Hackathon 2025 (Madrid) — *Top 10 Finalist*
   ●   Built a real-time blockchain account monitoring dashboard with multi-channel notifications
   ●   Pitched the project to a panel of VCs and industry experts

PROJECTS

SnakeAI — Solo Project
Python, PyTorch, Seaborn, Matplotlib
   ●   Developed a deep reinforcement learning agent for the Snake game, optimizing reward shaping and training efficiency
   ●   Leveraged GPU-accelerated PyTorch for scalable training and performed detailed statistical analysis of performance metrics
   ●   Designed an interactive gameplay interface for real-time testing and debugging
   ●   Currently enhancing the agent's intelligence and effectiveness

Ring Door — *Co-Developer*
C++, Arduino, Node.js, ESP32-CAM
   ●   Built a multi-factor authentication system combining NFC card scanning, fingerprint recognition, and motion detection
   ●   Implemented real-time security monitoring with photo capture on access attempts and detailed logging
   ●   Contributed to system architecture integrating ESP32-CAM, Arduino controllers, and a Node.js backend

SKILLS

Programming: Python (PyTorch, NumPy, Pandas, Seaborn, Matplotlib), Java, C, C++, Scala, PostgreSQL, MySQL
Tools: Git, Linux/Unix, Azure, Docker, JupyterLab, VS Code, IntelliJ, PyCharm, Arduino, ESP32

LANGUAGES

English — C2 Proficiency (CEFR)
Spanish — Native