



MATEO GALLO

SOFTWARE DEVELOPER

CONTACT

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EDUCATION

2023 - 2024

HOLBERTON SCHOOL AI SPECIALIZATION

- Machine Learning
- Artificial intelligence

2022 - 2023

HOLBERTON SCHOOL FOUNDATIONS

- Computer science
- Web development
- Low level programming
- High level programming
- Version control
- Databases
- Operative systems

2019 - 2021

UTU UPPER SECONDARY EDUCATION

- Databases
- Operative systems
- Basic scripting
- Web design

PROFILE

Versatile software developer with a strong foundation in computer science and a specialization in machine learning and artificial intelligence. Co-founded a tech venture, leading web backend development and infrastructure. Complemented by freelance work and personal projects, with a focus on building efficient, maintainable systems and exploring emerging technologies.

WORK EXPERIENCE

- Backend developer 2025 - PRESENT
Bit-A
 - Design and maintain scalable backend services.
 - Identify and resolve performance issues, proposing and implementing improvements for internal workflows and automation.
 - Develop complex software systems for internal business administration.
 - Oversee API architecture, database infrastructure, and security.
- Software engineer 2023 - 2025
Freelance
 - Build web apps tailored for emerging businesses.
 - Manage time effectively and collaborate with small teams to deliver projects on schedule.
 - Translate client needs into technical requirements and functional solutions.
 - Implement responsive UIs and RESTful APIs using modern web technologies.
 - Deploy and maintain applications using lightweight cloud or on-prem solutions.

TECHNICAL PROJECTS

- Creator and maintainer of Zeitgeist 2025
 - Custom application level web protocol that takes the best of HTTP and Websocket, combining the stateful management of Websocket with the structure of HTTP.
 - Implemented a client and server in C over TCP, can be adapted as a core for other technologies.
 - Currently deployed for Python in PyPI to create APIs under the name of Pygeist.

SKILLS

- Project Management
- Teamwork
- Low level development
- High level development
- Software architecture
- Version control
- Databases

LANGUAGES

- Spanish (native)
- English (fluent)
- French (basic)

Custom Linux distro

2025

- Customized Ubuntu's Long-Term Support version to adapt it to modern needs, making it lightweight and more suitable for development.
- Stripped functionalities like the entire Gnome ecosystem and replaced the GUI with i3wm and installed common development utilities.
- The ISO of the OS is public and can be downloaded from the cloud.

NEAT model

2025

- Trained a machine learning model using a natural selection-inspired process to optimize performance.
- Implemented dynamic topology to encourage exploration and prevent overfitting.
- Successfully applied the model to classify several classic benchmark datasets.

Chess playing bot

Holberton School

2024

- Developed a reinforcement learning algorithm capable of playing chess.
- Trained through matches against other agents, improving via iterative feedback and policy updates.

Machine learning in C

2023

- Implemented a complete machine learning algorithm from scratch in C.
- Achieved high accuracy in classifying images of handwritten digits.
- Built entirely without external ML libraries, focusing on low-level implementation and performance.

Social network with recommendation system

Holberton School

2024

- Built a web application where users can write posts and interact with content.
- User behavior feeds into an artificial intelligence algorithm to generate personalized content recommendations.
- Recommendation system uses interaction signals (likes, comments, etc.) to infer user preferences.
- The internal system is accessible via a web API adaptable for other apps.

REFERENCE

Javier Valenzani

Holberton School

Email : javier.valenzani@holbertonschool.com