

Román Rey Pedrero



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rooom13.github.io

Computer Science & Informatics Engineer, with experience in development and aiming to Machine Learning and Data Engineering.

### **SKILLS**

Machine Learning & Data Mining
Python, Sklearn, Pandas, TensorFlow - Keras,

Software Engineering Software Design, Object oriented, C++, Java, **Web Development** Node.js, HTML, Javascript, CSS, React.js **Database Management** SQL & NoSQL, MySQL, Redis, MongoDB

**Cloud Computing** 

Docker, AWS

### LANGUAGES (4)

English: Full working proficiency

German: Limited working proficiency

Spanish: Native - bilingual

Catalan: Native - bilingual

### **EDUCATION**

Machine Learning with Sklearn | 2019 Udemy

B.Sc. Informatics | 2018 - 2019

Technische Universität München - Munich, Germany

(+4y) B.Sc. Computer Science Engineering | 2015 - 2019

Pompeu Fabra University - Barcelona, Spain

Professional degree in Music | 2002 - 2016 Baroque recorder, Saxophone, music theory. Professional Conservatory of Music - Badalona, Spain

#### **EXPERIENCE & PORTFOLIO**

## Recommendations Systems Thesis | 2019

Machine Learning focused on recommendation systems.

# Holidu GmbH | July - November 2018

Front-End developer at Holidu GmbH working with React.js

## @dailyWord\_bot | 2018

DevOps of a bot for learning languages. Deployed using cloud computing techniques in AWS with Docker.

## Game Developer & Designer | 2013 - 2014

Development of <u>Mathic Runner</u> (2014) and <u>Mathic Platformer</u> (awarded, 2013).

Web videogames made for *genmagic.org*, an educational platform of research and development of interactive applications.

### **OTHERS**

### Genmagic.org collaborator

Volunteer work that puts together education and gamification open to everybody.

#### Music interpreter.

Sax, Guitar, Baroque recorder, Ukulele.

### **Sport**

Interested in acrobatics. Always wanted to learn breakdance.

#### Youtube Channel Co-founder

Creator of <u>Calebania Productions</u>, a channel with educational purposes with more than 4.700 subs.