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SALVADOR KARAKACHOFF

Advanced Computer Engineering student with experience in Backend Development, Data Engineering, and Infrastructure. **Hands-on experience in production environments with large-scale clients**. Interested in Data Engineering and Machine Learning applied to real-world scenarios (e-commerce, sports, finance), High Performance Computing (HPC), parallel systems, and scalable development.

EXPERIENCE

DATA ENGINEER | **Club Estudiantes De La Plata** | April 2025 – Present
• Built a Data Lakehouse to unify **over 4 TB of heterogeneous information.**
• Normalized multiple data sources using **ETL pipelines** for **Generative AI and LLM solutions**.
BACKEND DEVELOPER & AI ENGINEER | **LitioSoft** | July 2025 – Present (Remote)
• Developed an **SQL Agent** with WhatsApp and Slack interface to automate HR tasks for a company with **+3000 employees**, using RAG, CAG, and Prompt Engineering techniques. **Technologies**: Python (FastAPI, LangChain, ChatGPT API, SQLAlchemy), Go, Docker.
INFRASTRUCTURE TECHNICIAN & IT SUPPORT | **Boartech SRL** | Oct 2024 – Feb 2025
• Managed networks and IT systems for **corporate clients (YPF, UNLP, Cristal Cash)**. **Technologies**: Bash, Proxmox, Networking Protocols, advanced OS knowledge.
NETWORK ADMINISTRATOR & IT SUPPORT | **Facultad de Ingeniería, UNLP** | Apr 2022 – Present
• Network administration and maintenance with **+2000 simultaneous devices.**
FREELANCE | Feb 2022 – Jul 2025
• **Obrabierta Construcciones S.A:** Consulting, IT Support, and corporate email administration.
• **IDYTAC S.A:** Consulting, Server implementation for a medical imaging system, and development of corporate website with newsletter and subscriptions.

EDUCATION

• **Computer Engineering – Faculty of Computer Science & Engineering (UNLP)** | 2022 – 2027 (ongoing)

ACHIEVEMENTS & PROJECTS

International Collegiate Programming Contest (ICPC)
• Qualified for international stages in 2024 and 2025.
Formula 1 Data Mining – 2025
• Analysis of historical F1 data to train predictive models for classification, race results, and dropout probability, achieving 90% accuracy — high given the sport's unpredictable nature. **Technologies**: Python, Pandas, Scikit-learn, XGBoost, Matplotlib.
Particle Simulator – 2024
• Developed an interactive physics engine using Verlet integration, simulating **+100,000 particles** with links and springs. **Technologies**: C++ (OpenGL), Parallel Algorithms, Applied Mathematics & Physics.

SKILLS

• **Data & AI:** Python (FastAPI, PyTorch, Pandas, NumPy, Scikit-learn, XGBoost, Matplotlib/Seaborn, Jupyter), SQL/NoSQL, ETL, Machine Learning, VectorDB, LangChain, LLMs (OpenAI API, Google API, Hugging Face).

• **Infrastructure & Development:** Java (Spring Boot), Go, C++, Rust, Docker, Linux, Bash, Git, REST APIs, CUDA, OpenCL, OpenGL, Assembly, Parallel Algorithms, HTML, CSS, JavaScript, TypeScript, React, Next.js, Angular, Astro, Node.js.

• **Languages:** Spanish (Native), English (Advanced – C1).