

Santiago Sommer

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EXPERIENCE

EIDOS.AI | PYTHON DEVELOPER

Oct 2023 – Oct 2024

- Developed and maintained backend functionalities for an application focused on real-time gesture detection and validation.
- Implemented multiple APIs with FastAPI, including those for data retrieval, phrase definitions, and validation handling.
- Integrated MongoDB for data storage and managed operations such as creating, updating, and retrieving records.
- Enhanced performance by supporting functionalities like multiuser simulation and real-time logging.
- Services deployed and tested in production and testing environments.
- Supervised a small team of data labelers, ensuring the accuracy and efficiency of their work.
- Quality assurance was monitored, regular checks were performed to ensure high standards were met, and timely delivery of data sets for AI model training was facilitated.
- Labeled large volumes of images for machine learning models, focusing on jersey number detection, brand logos, and player identification across sports leagues.

TATA CONSULTANCY SERVICES | DYNAMICS

365 TECHNICAL SUPPORT ENGINEER

Aug 2022 – Jan 2023

- Support to implementations online and on-premise(CRM).
- Code written in JavaScript.
- Custom implementations on the platform.
- Power Automate Flows
- Power Apps Model-driven Apps

EDUCATION

FACULTAD DE INGENIERIA - UDELAR

BACHELOR'S DEGREE IN COMPUTER SCIENCE

Currently pursuing

INTERNATIONAL HOUSE

C1 ADVANCE

Jan 2021 - Dec 2021

PROJECTS

DRE4M | E-COMMERCE WEBSITE

Mar 2024 – Present

- Developing a full-stack e-commerce platform with modern architecture, focusing on scalability and user experience.
- Back-end: Built with Python and FastAPI (RESTful APIs), utilizing PostgreSQL for data storage and SQLAlchemy (ORM) for efficient database interactions. Implemented Pytest for automated testing and Python's logging module for system monitoring.
- Front-end:
Designed with React.js (TypeScript) for dynamic UI, supported by HTML/CSS.

TURISMO.UY | CLASS PROJECT FOR

PROGRAMMING WORKSHOP

Aug 2022 – Nov 2022

- Collaborated in developing **Turismo.uy**, a Java-based website for booking tourism activities, following an agile approach with sprints.
- Following a waterfall methodology, we created a user-friendly platform where travelers could easily book various excursions.

HOSTALRESERVATION | CLASS PROJECT

FOR OOP - PROGRAMMING

Mar 2022 – Jun 2022

- Collaborated in developing **HostalReservation**, as part of a 4-member team with C++.
- Following a waterfall methodology, we designed and constructed a system that features user interfaces for clients and employees, focusing on object-oriented programming principles.
- Various design patterns were implemented to ensure the system's efficiency and scalability.

SKILLS

1+ YEARS:

Python / FastAPI • C/C++ • Git/Github

Familiar with, still learning:

Typescript • React • PostgreSQL • Go

REFERENCES

Marcelo Ortega

Founder and CEO at Eidos.ai

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