ÒSCAR PALOMO

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AI Engineer

ABOUT ME

AI Engineer with experience in developing intelligent systems and advanced audiovisual applications. Skilled in designing intelligent systems that combine computer vision, deep learning, and interactive technologies. Experienced with C++, Python, and modern AI frameworks. Passionate about leveraging technical expertise to solve complex problems, deliver practical AI solutions, and continuously learn emerging technologies.

EDUCATION

Master Degree of Artificial Intelligence

International University of Rioja — 📍 Remote

- **Advanced Deep Learning:** Deep architectures, neural network optimization, and unsupervised methods.
- **NLP & Conversational AI:** Techniques for text analytics, sentiment analysis, and conversational agents.
- **Intelligent Systems:** Automated reasoning, AI-driven planning, and autonomous decision-making.

Bachelor in Audiovisual Systems Engineering

Pompeu Fabra University — 📍 Barcelona

- **Audiovisual Signal Processing:** Filtering, encoding, and real-time processing of audio, image, and video.
- **Computer Vision & Deep Learning:** Feature extraction, 3D reconstruction, and neural networks.
- **Interactive Systems:** Design of adaptive, user-centered human-computer interfaces.

WORK EXPERIENCE

C++ DEVELOPER

Zitro Labs — 📅 09/2023 – 01/2025 — 📍 Barcelona

- **Key Skills:** C++, Shaders, POO, Technical Design, Git, Confluence
- Develop, maintain and scale reusable code for VIDEO BINGO Platform.

AI ENGINEER INTERN

Sopra Steria — 📅 09/2024 – 12/2024 — 📍 Remote

- **Key Skills:** Python, LLM, RAG, LangChain, PandasAI, SQL, StreamLit
- Develop a RAG model agent to streamline document searches and facilitate dataset exploration and analysis.

AUDIOVISUAL TECHNICIAN INTERN

Ricoh — 📅 06/2023 – 08/2024 — 📍 Barcelona

- **Key Skills:** Cisco, Zoom, Room Sonorization
- Manage and maintain videoconference systems.

INTERACTIVE SYSTEMS ENGINEER

FubIntLab Research Group UPF — 📅 01/2022 – 06/2022 — 📍 Barcelona

- **Key Skills:** Python, C++, YoloV6, OpenCV, TensorFlow, Unity
- Prototype development of mixed reality whole-body interaction system with computer vision tracking.

SKILLS

PROGRAMMING Python (numpy, pandas, scikit-learn), Deep Learning Frameworks (Tensorflow, PyTorch), C/C++

BIG DATA Accelerated Computing (CUDA), Cloud Computing (AWS, Azure), SQL

DEVOPS Bash, Git, Docker, Open Source, Unit/Integration Testing, CI/CD

COMUNICATION Confident in presenting project ideas and results to peers, leadership, and stakeholders

WRITING Proficient in academic writing and providing guidance to early-stage researchers in their writing

RESEARCH

Single-word recognition in sign language using Transformers and pose estimation
Work in progress for journal submission.

LANGUAGES

- Catalan — Native ●●●●●
- Spanish — Native ●●●●●
- English — Advanced ●●●●○
- German — Beginner ●○○○○

CERTIFICATIONS

Deep Learning Specialization by deeplearning.ai

Leisure Monitor
Minyos Escoltes i Guies de Catalunya