

# ÒSCAR PALOMO

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AI Engineer

## ABOUT ME

AI Engineer driven by solving real-world challenges through intelligent systems. With expertise in computer vision, machine learning, and LLM, I build **scalable AI solutions** that go beyond research and deliver **measurable results**. I thrive in projects where complexity meets creativity, from data pipelines to production-ready applications.

## WORK EXPERIENCE

### C++ DEVELOPER

- Zitro Labs** 📅 09/2023 – 01/2025 📍 Barcelona
- **Key Skills:** C++, Shaders, POO, Technical Design, Git, Confluence
  - Modernized a legacy engine powering the VIDEO BINGO platform, improving code scalability and system reliability, and extending its operational lifespan.

### AI ENGINEER INTERN

- Sopra Steria** 📅 09/2024 – 12/2024 📍 Remote
- **Key Skills:** Python, LLM, RAG, LangChain, PandasAI, SQL, StreamLit
  - Developed a RAG agent to enable fast retrieval and analysis of structured datasets. Built data pipelines for ingestion, validation, and transformation of documents, and implemented data quality monitoring using SQL and Pandas to ensure reliable, accurate insights.

### AUDIOVISUAL TECHNICIAN INTERN

- Ricoh** 📅 06/2023 – 08/2024 📍 Barcelona
- **Key Skills:** Cisco, Zoom, Room Sonorization
  - Managed videoconference systems, diagnosing and resolving issues to maintain continuous, high-quality communication.

### INTERACTIVE SYSTEMS ENGINEER

- FubIntLab Research Group UPF** 📅 01/2022 – 06/2022 📍 Barcelona
- **Key Skills:** Python, C++, YoloV6, OpenCV, TensorFlow, Unity
  - Designed and built a mixed reality interaction system with computer vision tracking to analyze and improve social interaction in children with special needs, employing non-invasive XR technologies.

## EDUCATION

### Master's in Artificial Intelligence

- International University of Rioja** 📍 Remote
- Focus on Machine Learning, NLP, and Reasoning & Automated Planning.
  - Thesis: *Single-word recognition in sign language using Transformers and pose estimation.*

### Bachelor in Audiovisual Systems Engineering

- Pompeu Fabra University** 📍 Barcelona
- Specialized in Computer Vision and Interactive Systems.
  - Projects in Signal Processing and 3D Reconstruction.

## SKILLS

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

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

, ETL, Airflow, Terraform, Pipeline Orchestration. **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

**Data Engineering Professional Certificate** by deeplearning.ai