

MICHAEL LEONARDO AGUAS MURILLO
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Education and certifications

IBM, Coursera IBM AI Developer Professional Certificate <ul style="list-style-type: none">• Software Development Life Cycle (SDLC) practices powered by AI.• Developing apps powered with AI using Huggin Face APIS with Chatbots and image captioning.• Professional project: My AI Engineer portfolio using frontend technologies.	August 2024
IBM, Coursera IBM AI Engineering Professional Certificate <ul style="list-style-type: none">• Strong mathematical basis behind the most relevant machine learning and deep learning algorithms.• Professional training in Scikit-learn, Tensorflow and Pytorch.• AI Capstone computer vision project using Tensorflow: Sample images of structure integrity classification.	August 2024
Platzl Data science and Artificial intelligence route map <ul style="list-style-type: none">• Data science foundations: SQL Databases, statistics and data visualization.• Professional courses of Python, Git and GitHub and Exploratory Data Analysis.• Computer vision project using Tensorflow: Brain tumors classification.	August 2023
Universidad Pedagógica Nacional Bachelor of Technological design <ul style="list-style-type: none">• Distinguished student with 4.7/5 final grade.• Professional and official degree for teaching technology and programming.• Scholar projects with different technologies: CAD, XR, Unity, 3D Printing and Robotics.	March 2023

Areas of expertise

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|---|---|
| <ul style="list-style-type: none">• Machine learning supervised algorithms.• Machine learning unsupervised algorithms.• Deep learning neural networks models: dense, convolutional and recurrent. | <ul style="list-style-type: none">• Prompt engineering.• Generative AI.• Computer vision.• Natural language processing• Frontend web design.• Backend for apps using AI. |
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Technical skills

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|--------------|-------------------|-----------------|-----------|
| • Python | • Git and GitHub. | • Scikit-learn. | • OpenCV |
| • HTML | • Pandas | • TensorFlow. | • Gradio. |
| • CSS | • Numpy | • PyTorch. | • NLTK. |
| • JavaScript | • Matplotlib. | • Flask. | • SpaCy. |

Professional experience

Rhema e-school

Bilingual tech and programming teacher.

- Teaching for kindergarten, primary and secondary in many different tech areas: Python, artificial intelligence and data science libraries, Blender, Augmented reality, Unity, robotics con Arduino and Microbit, Tinkercad. Frontend technologies: HTML, CSS and JavaScripts.
- Planning and implementation of fun and pertinent class activities.

Remote
March 2022 -
Present

Dokuma: creatividad y tecnología

Collaborator and manager of educational projects and events.

- Design of robotics activities for all grades.
- Creation of audiovisual material for gamification training based on Classcraft software.
- Assistance in the management of presentations in charge of the institution.
- Generation of graphic pieces for international congress in charge of the institution.

Hybrid, Bogotá
February 2022 -
April 2022

Escuela Normal Superior Distrital Maria Montessori

Teacher in the area of technology for the Colombian tenth and eleventh grades.

- Implementation of a project based on the design of an educational material based on gamification for grade 11, addressing different problems identified in the classroom.
- Class planning and implementation.

Hybrid, Bogotá
January 2022 -
December 2022