Pablo González Carrizo

Full-Stack Engineer

CONTACT

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TECHNICAL SKILLS

Backend Development

Python (Django, DRF, FastAPI), Clojure, Docker, REST

Frontend development

JS (VueJS, Svelte), TailwindCSS

Data

SQL, Machine Learning, Deep Learning, Tensorflow, Scikit-Learn, OpenCV, Computer Vision, NLP

EDUCATION

Master's Degree in Telecommunications Engineering at Universitat Politècnica de València (UPV)

Dec 2017 - Dec 2019

Grade: 9.1

Degree in Sound and Image in Telecommunications Engineering at Universitat d'Alacant / Universidad de Alicante

Dec 2013 - Dec 2017

Grade: 9.12

AWARDS

🎓 Award for Excellence in Academic Performance Universidad de Alicante

Awarded to the person with the highest score in each promotion.

🏆 Many prizes at competitions and hackathons!

Most of them during my years at University of Alicante. See unmonoqueteclea.github.io/awards

SUMMARY

I consider myself an end-to-end engineer, the kind of engineer that can transform product ideas into prototypes in a few nights with some cups of tea 🍵. Software is eating the world and Machine Learning is eating software. I've spent some years dealing with the development of Machine Learning-based products and I learned to design creative solutions for complex problems in this new paradigm.

🎧 In my free time, I maintain my little side project: **voilib.com**, an AI-based search engine for podcasts. If you are a podcast addict like me, you will like it!

EMPLOYMENT

Accushoot, Inc — Full-Stack Engineer
Sep 2021 - Present

My involvement in this spin-off of BigML spans both the backend (Python/Django/Django Rest Framework) and frontend (VueJS) aspects, ensuring the seamless integration and functionality of the overall system. In addition to my regular duties, I hold the responsibility of developing Computer Vision systems focused on analyzing shooters' body poses to provide guidance and assistance.

BigML, Inc — Full-Stack Engineer
Sep 2018 - Present

At BigML, I lead projects that involve the creation of Machine Learning-driven web applications, leveraging the capabilities of the BigML platform. Additionally, I actively contribute to our platform's backend by developing new features. My daily responsibilities encompass a wide range of tasks, including backend development using Python (Django), frontend development using VueJS, and various Machine Learning-related activities such as feature engineering, model training, evaluation, and deployment.

ANBAN (Spanish Big Data Association) — Machine Learning Trainer
Nov 2022 - Present

Educating individuals with no prior experience in Machine Learning by teaching them the fundamental concepts of this field. Through my instruction, I aim to provide a solid foundation and understanding of the key principles and techniques used in Machine Learning.

SolidQ (acquired by Grupo Verne) — Data Platform Specialist
Jan 2017 - Jul 2017

Database work and automation of ETL tasks using SQL Server and SQL Server Integration Services.

Mobile Vision Research Lab, Universidad Alicante — Internship Trainee
Jun 2015 - Jun 2016

I gained extensive knowledge in Computer Vision based on Aruco markers, through collaboration with the Navilens team, who are pioneers in this field.