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VÍCTOR BADILLO

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ABOUT ME

Computer Engineer with a strong foundation in artificial intelligence, machine learning, and natural processing. Recently graduated, with hands-on experience in backend software development as well as projects in computer vision and data classification. Highly motivated to continuously learn and apply emerging technologies to innovative solutions.

EDUCATION

University of A Coruña. – La Coruña, Galicia
Computer Science - *Bilingual program with English, Computing*   *September 2021 - July 2025*

   Outstanding: artificial intelligence, machine learning, natural language processing, deep learning,
         software development, backend, software design, information retrieval.
   Honours: language processing and software design.

EXPERIENCE

Diverger Thinking, S.L. – *Software development;* Spain, Galicia   *February 2025 - May 2025*

Software development with big companies like Inditex and Denodo.
Contributed as a Java Full Stack Developer, applying good programming techniques and principles
Advanced technologies like Spring Boot, GraphQL, React to contribute with great solutions for RESTApi
Continuous learning of technologies and their integration in an environment of constant innovation.

PROJECTS

Genre Classifier – *Automatic classifier of musical audios in musical genres*   *2023*

   Deploy diverse models such as RNA, SVM, Knn, decision trees, deep learning, and more to study the

   classification results of segmented music audios, in different musical genres.
Technologies: Python, Julia, Scikit-learn

Segmentation mammography – *Segmentation and classification of the breast area*   *2024*

   Segmentation of the breast area in lateral mammograms applying multiple artificial vision techniques. This

   segmentation allows you to have enough data to make a classification by showing relevant data by showing data
   with confusion matrices.
Technologies: Python, OpenCV, NumPy, Matplotlib, Pandas

Shopping receipt query analyzer and generator – *Language processing*   *2024*

   Implementation of a lexer and a parser to extract structured information from purchase receipts and store

   in a database, allowing custom queries to be made on the extracted data.
Technologies: C, Lex, Yacc, Makefile

Design and implementation of Hough Transform on GPU – *HPC*   *2025*

   FInal grade project developed in the Pluton cluster from UDC. Hough transform was designed and implemented

   on GPU using CUDA. Different parallelization techniques and resources from CUDA were used to achieve a
   maximum speedup of +200x, obtaining a much more faster and efficient implementation.
Technologies: C++, CUDA

ACTIVITIES

Capture The Flag, CTF– *Took part in a cybersecurity competition*   *2024*

   Exciting team-based cybersecurity competition to solve various cybersecurity challenges, focused on learning.

SKILLS/INTERESTS

Proficiency in English, Native Spanish, Native Galician.

Python, C, C++, Java, Javascript, Ocaml, Julia, SQL.

RESTful API, SOAP (familiar with concepts), JSON, XML, Spring Boot, Maven, FastAPI.

Node.js, React, Vite, HTML, CSS, NPM, Docker.

Software Architecture, Software Design, Hexagonal architecture, Object-Oriented Programming, Agile methodologies. Code review, Testing.

Machine learning, NLP, Computer Vision, LLM, RAG, Scikit-learn, NumPy, OpenCV, Matplotlib, Pandas. CUDA, HPC.

Linux (Ubuntu, Debian, Kali), Windows, MacOS, VScode, Cursor. Git, BitBucket.

JIRA, Confluence.

Teamwork, effective communication, continuous learning and interpersonal skills. Adaptable, ambitious and positive attitude.

Main interests are software development, artificial intelligence and blockchain. Open to learn new technologies. Open to relocate.