Álvaro Menéndez

+34 644 710 590 | alvaro.mrgr@gmail.com | linkedin.com/alvaromenendezros | alvaromenendez.es

EDUCATION

BSc Data Science & Artificial Intelligence

Maastricht University - The Netherlands

Sep 2021 - Dec 2024

ABOUT ME

- · Highly up to date with AI tools and platforms such as Hugging Face, Ollama, Cursor
- Completed my degree abroad, gaining strong adaptability and collaboration skills in an international setting
- Experienced using Jupyter Notebooks with Pandas and Matplotlib. Currently learning Pytorch for Deep Learning
- Able to work with unprocessed, real world data to generate insights (CSV, JSON)

EXPERIENCE

Software Developer

Maastricht, The Netherlands

Berinhart (berinhart.nl)

Sept 2024 - Jan 2025

- Developed and delivered a functional Minimum Viable Product (MVP) of a heating control system that allows users to modify valve temperatures using a calendar interface. Used Django, Rest APIs and Python (ifthen.sqippa.online)
- Directly involved with the principal stakeholder to implement the functionalities they requested (sqippa.com)

Data Science Intern - Natural Language Processing (NLP)

Maastricht, The Netherlands

Sep 2023 - Feb 2024

- Ans (www.ans.app)
 - Developed an automated system for tagging exam questions with relevant keywords by integrating Hugging Face models, comparing the performance of fine-tuned classification models (e.g., DeBERTa) against general-purpose LLMs (GPT-3.5).
 - Evaluated model performance using the <u>SQuAD</u> dataset with ground truth tags, demonstrating that fine-tuned, lightweight models consistently outperformed larger, general-purpose models in accuracy and efficiency.

Software Instructor

Maastricht, The Netherlands

Smart Health And Science School (<u>smarthealthandscience.nl</u>)

Sept 2024 - Dec 2024

• Delivered programming courses (Scratch, Robotics) to groups of 10-15 students aged 8-12 across four schools as the principal teacher

BACHELOR'S THESIS

(AI applied to education) Data Analysis of Classroom Dynamics in Primary Schools Using JOINclusion Game Interactions

- Analyzed <u>JOINclusion</u> educational game data using machine learning to cluster students based on in-game behavior, and applied explainable AI (xAI) techniques, such as **SHAP values**, to interpret and explain the underlying patterns within clusters
- Presented research findings to the JOINclusion team in Naples, highlighting that the most important feature for determining student clusters was the frequency of their in-game interactions. Also provided an interactive dashboard for the teachers

HACKATHONS

Inditex Tech - Ecommerce Recommender System

Dec 2024 - Jan 2025

• Achieved 17th place out of 1,211 competitors by developing a recommender system to increase add to cart interactions. Demonstrated capability to work with large datasets (Train set contained around 50 million rows)

Hack2Progress - Improving urban movility using AI

28th Feb - 1st March 2025

• Achieved **7th place** out of 21 teams by developing an AI Agent based solution to mitigate traffic issues in urban city areas. Github repo at *qithub.com/DKeAlvaro/Hack2Progress*

Hackhaton AXA + Codemotion

29th March 2025

• Developed a fully functional RAG based chatbot to answer queries about user's insurances, including embedding calculations, LLM responses and a simple web based UI. Github repo at github.com/DKeAlvaro/hackhaton_axa.

Other Projects I made:

- dumbGPT: Pretrained a GPT model with real life casino data
- github.com/DKeAlvaro/GPT-Primavera: Testing gpt4o-vision with secondary year math exams.
- jupyter-style-cv-generator.onrender.com: A webapp that generates Jupyter-Style CVs
- dailyclips.es: A webapp that evaluates user's pronounciation using famous movie clips (deprecated)
- github.com/DKeAlvaro/CV-Parser: An ATS system that parses CVs using gpt4o vision