

# Álvaro Menéndez

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## EDUCATION

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### BSc Data Science & Artificial Intelligence

GPA: 7.03

Maastricht University - The Netherlands

Sep 2021 - Dec 2024

## ABOUT ME

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- 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

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### Software Developer

Berinhart ([berinhart.nl](https://berinhart.nl))

Maastricht, The Netherlands

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](https://ifthen.sqippa.online))
- Directly involved with the principal stakeholder to implement the functionalities they requested ([sqippa.com](https://sqippa.com))

### Data Science Intern - Natural Language Processing (NLP)

Ans ([www.ans.app](https://www.ans.app))

Maastricht, The Netherlands

Sept 2023 - Feb 2024

- 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 SQuAD dataset with ground truth tags, demonstrating that fine-tuned, lightweight models consistently outperformed larger, general-purpose models in accuracy and efficiency.

### Software Instructor

Smart Health And Science School ([smarthealthandscience.nl](https://smarthealthandscience.nl))

Maastricht, The Netherlands

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

## PROJECTS

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### Data Science Hackathon - Ecommerce Recommender System

Organized by *Inditex Tech - Nuwe*

- Achieved **17th place** out of 1,211 competitors by developing a recommender system using user interaction data, optimizing add to cart interactions
- Demonstrated real life knowledge of many aspects such as version control (**Git**), threading to optimize API calls, and large datasets management (Train set contained around 50 million rows)

### Building a GPT model from Scratch

- Currently programming a Generative Pretrained Transformer model from Scratch simply using **Pytorch** as a fun side project, Following **minGPT** Github Repo

### Bachelor Thesis - “Data Analysis of Classroom Dynamics in Primary Schools Using JOINclusion Game Interactions” - AI applied to education

- Analyzed JOINclusion 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

### Cool Projects I made:

- [jupyter-style-cv-generator.onrender.com](https://jupyter-style-cv-generator.onrender.com): A webapp that generates Jupyter-Style CVs
- [dailyclips.es](https://dailyclips.es): A webapp that evaluates user’s pronunciation of famous movie clips
- [github.com/DKeAlvaro/GPT-Primavera](https://github.com/DKeAlvaro/GPT-Primavera): A Github repo where I test gpt4o-vision with secondary year math exams.

```
git pull --soft-skills origin main
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