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Chile

Alejandro Yáñez

Computer Science Engineer

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Professional specializing in software engineering and applied artificial intelligence, with a focus on computer vision, machine learning, and intelligent agent ecosystems. Driven to design scalable architectures and automate complex processes through efficient technology.

Skills

Programming	Python, JavaScript/TypeScript, C/C++, C#, HTML, CSS, Java, SQL.
Artificial Intelligence	OpenCV, TensorFlow, PyTorch, Ultralytics, OpenAI API.
Data	Pandas, NumPy, Scikit-Learn, Matplotlib, Seaborn, Power BI.
Frontend	React, Astro, Next.js, TailwindCSS, Mapbox.
Backend	Node.js, Express.js, NestJS, Drizzle, Prisma, TypeORM.
Infrastructure	Linux, Docker, AWS, Vercel, Cloudflare.
Tools	Git, Postman, Roboflow, Codex, Claude Code, OpenCode.
Databases	PostgreSQL, Supabase, Neon, MongoDB.
Languages	English B2, Spanish (Native).

Experience

AI Engineer Intern **Jan. 2025 — Mar. 2025**
Migtra *Santiago*

- Developed an end-to-end generative AI system that automates PDF report analysis, integrating the OpenAI API (gpt-4o-mini) with client-contextualized prompt engineering.
- Built the unstructured data pipeline (PyMuPDF and Pandas) and orchestrated parallel LLM calls, generating in 25 s the 2–3-line observations per page previously written by hand (20–30 pages per report).
- Implemented the full-stack solution with a FastAPI REST API and a React, TypeScript, and Vite UI featuring a human-in-the-loop validation flow, prioritizing an intuitive, modern interface.

Software Engineering Teaching Assistant **Mar. 2025 — Jan. 2026**
Universidad del Bío-Bío *Concepción*

- Evaluated and supported academic software projects, performing code reviews to ensure compliance with scalable architectures, SOLID principles, and system maintainability.

Junior Data Scientist **Nov. 2024 — Mar. 2025**
Universidad del Bío-Bío *Concepción*

- Implemented Machine Learning algorithms to solve combinatorial optimization problems (Traveling Salesman Problem), managing everything from input data structuring (CSV) to model execution and validation.

Software Engineer Intern **Nov. 2023 — Feb. 2024**
City Lab Bíobío *Concepción*

- Developed an Android augmented reality mobile app in Unity that projects 3D models of parts of the city of Concepción.
- Implemented a Python REST API with FastAPI to orchestrate the retrieval and delivery of 3D models hosted on AWS S3 to the mobile client.

Education

Computer Science Engineering, *Universidad del Bío-Bío* Mar. 2021 — Jan. 2026

Courses

Python Crash Course, *SoftServe* Nov. 2023
Machine Learning and Data Science with Python, *Udemy* Nov. 2024
Artificial Intelligence and Deep Learning with Python, Udemy Nov. 2024