

Daniel | AI Software Engineer - Technical Lead

SUMMARY

Daniel is a seasoned AI Engineer and Technical Leader with over 10 years of experience in data, machine learning, and large-scale software engineering, combining deep technical expertise with proven leadership. He has successfully led AI teams, mentored engineers, and overseen the onboarding of more than 10 professionals, receiving strong feedback for his ability to guide and empower teams.

His experience spans full product lifecycle delivery across marketing, gaming, and banking industries, with a strong focus on AI-powered solutions. He has designed and deployed scalable AI services using Python, AWS, and GCP, leveraging Databricks, Apache Spark, XGBoost, and LightGBM, and integrating SQL/NoSQL databases such as Snowflake, Postgres, Redshift, BigQuery, and vector databases like ChromaDB.

He brings hands-on expertise in building and optimizing RAG pipelines, vector storage, and autonomous agent workflows, as well as deploying and monitoring LLM applications. His background includes work with GPT-4o, LangChain, Hugging Face, FastAPI, Docker (object detection), and Airflow for orchestration. In deep learning, he has applied PyTorch for computer vision, and TensorFlow on Vertex AI. He also worked with MLflow for model retraining and monitoring, ensuring performance, observability, and continuous improvement of AI systems.

Beyond his technical contributions, he is a strong communicator, able to translate complex AI concepts for both technical and business stakeholders. He has actively shared knowledge at conferences, meetups, and through online classes on vector databases and fine-tuning LLMs with LoRA, showcasing his commitment to advancing AI talent and best practices.

CORE SKILLS

- Python
- Machine Learning
- TensorFlow
- Google Cloud
- Platform
- Vertex AI
- Natural Language
- Processing
- Speech-to-Text
- Vector Databases
- Fine-tuning Large
- Language Models
- Git
- GitHub
- Docker
- Databricks
- Apache Spark
- PySpark

- Golang
- AWS
- SQL
- R
- Shiny
- PyTorch
- Scikit-learn

WORK HISTORY

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Technical Leader - Machine Learning Engineering

June 2025 - Present

- Leading a team of Data Scientists, Machine Learning Engineers, and Data Engineers
- Developed pricing models for Real-Time Bidding (RTB) in e-commerce with P99 latency below 14ms
- Improved the deep learning architecture that leverages both text (Product Title and Description) and structured data
- Skills: Docker, Python, GCP, BigQuery, Keras, ONNX

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AI/ML Engineering Consultant

Jun 2023 - March 2025

- Rapid prototyping of AI initiatives, showcased to in-house AI teams
- Led the deployment of scalable Object Detection solutions using TensorFlow to Google Cloud Platform, Vertex AI
- Built a tool to analyze Social Media video content utilizing Speech-to-Text and Natural Language Processing Dictated classes on Vector Databases (ChromaDB) and fine-tuning Large Language Models (LLMs)
- Skills: Git, GitHub, Docker, Python, GCP, Vertex AI, TensorFlow, Whisper, OpenAI API, Hume AI API, ChromaDB, HuggingFace Transformers

Wildlife Studios

Data Scientist

Jun 2020 - Nov 2022

- Worked on a Demand Side Platform (DSP) to market the company's mobile games
- Developed pricing models for mobile ad space auctions, handling over 200k requests per second
- Increased the efficiency of the Recommendation System (RecSys) that handled Creative Selection, improving creative testing throughput by 12x and reducing exploration-exploitation costs by 60%

- Collaborated closely with Software Engineers to debug algorithms implemented in Golang
- Migrated an Apache Spark process from Scala to Python PySpark
- Skills: Databricks, Apache Spark, PySpark, Golang, AWS DynamoDB, Apache Airflow

Etermax

Principal Data Scientist

Dec 2016 - Mar 2020

- Started as an Individual Contributor on foundational projects, quickly advancing to leadership positions
- Created the basis for the first Data Warehouse implementation at the company using AWS Redshift
- Developed an Online Controlled Experiment protocol and dashboard to standardize A/B Testing practices across the company's product
- Implemented Image Content moderation using Convolutional Neural Networks (CNNs) with PyTorch
- Developed Content Personalization for a trivia game using Topic Modeling and win-rate prediction to adjust difficulty
- Trained Lifetime Value (LTV) models to optimize User Acquisition
- Skills: Databricks, SQL, DBT, R, Shiny, AWS (S3, Redshift, Lambda), Python, PyTorch, Scikit-learn

ICBC bank

Data Scientist

Feb 2016 - Nov 2016

- Conducted data analysis to support banking operations and decision-making
- Developed predictive models to enhance customer experience and operational efficiency
- Skills: R, Plotly, SQL, Teradata, XGBoost

Deloitte

Analytics Consultant

Mar 2015 - Jan 2016

- Provided analytics solutions to clients, focusing on data-driven decision-making
- Collaborated with cross-functional teams to implement data strategies and improve business outcomes
- Skills: Data Analysis, Sheets, Microstrategy, JavaScript, SQL, ETL, SSIS

Gameloft

C/C++ Developer, Anti-Fraud Analyst

Feb 2012 - Jul 2014

- Developed software solutions in C/C++ to support game development
- Analyzed data to identify and mitigate fraud within gaming platforms
- Skills: C, C++, SQL, Python

EDUCATION

Universidad Tecnológica Nacional

Studies in Electronics Engineering

2007 - 2012

CERTIFICATIONS

Scalable Machine Learning – edX

The Analytics Edge – edX

LANGUAGES

Spanish: Native

English: C1