Francisco Heshiki de las Casas

Madrid, Spain | pacoheshiki@gmail.com | +34 669 798 299 | fheshiki.com | www.linkedin.com/in/fheshiki
github.com/paches00

Summary

Computer Science and AI graduate with experience in robotics, human-computer interaction, research, and AI solutions. Strong programming background and passionate about innovative tech-based problem solving.

Education

IE University, BS in Computer Science & Artificial Intelligence   Sept 2020 – May 2024
- **Coursework:** Machine Learning, Reinforcement Learning, Robotics & Automation, Computer Vision, Natural Language Processing, Computer Networks & Architecture, Cybersecurity, DevOps

Experience

Research Assistant, IE University – Madrid, ES   June 2024 – Present
- Worked on a research projects in the fields of robotics, game development, and human-computer interaction and submitted a research paper for publication
- Network and System administrator in charge of configuring internal Robotics & AI Lab system and building infrastructure hardware/software
- Leader of the robotics lab motion capture system which involved creating and maintaining software for integrations into robotics and AI

Projects

GrAspable Media Entertainment   github.com/IE-Robotics-Lab/GAME
- Developed a tangible user interface game integrating robotics and blockchain technology, enabling players to interact physically with digital elements in a immersive environment. Presented project at GAMA Days 2024.
- Tools Used: C++, Python, ROS, GAMA, Bash, Motion Capture, Unity

Reinforcement Learning Algorithmic Trading
- Developed a deep reinforcement learning model for generating trade signals fine-tuned to the cryptocurrency market for my bachelor's thesis.
- Tools Used: Pandas, PyTorch, OpenAI Gym, TensorFlow

Insurance Automation   github.com/paches00/insurance-automation
- Trained a computer vision model to extract information from hand-filled car insurance forms and a dashboard to generate reports and images based on the data.
- Tools Used: OpenCv, Scikit-learn, PyTorch, GPT API, Streamlit

Skills

Programming: Python (Pandas, Scikit-learn, TensorFlow, PyTorch), C++, C#, Java, JavaScript, R, SQL, Bash

Tools & Platforms: ROS, Unity, GAMA, Blender, Microsoft Azure, Docker, Cisco IOS, Git, Linux

Topics: Robotics, Computer Vision, Reinforcement Learning, Machine Learning, Cybersecurity, Network & System Administration, Computer Graphics

Other

Certifications: Azure Fundamental, Azure AI Fundamental, Cisco Certified Network Associate, CompTIA A+

Interests: Game Development, Competitive Cybersecurity, Motion Capture, 3D Design/Printing, Electrical Engineering

Languages: Spanish (Native), English (Native), Japanese (Intermediate)