

Sebastián Terrazas

Skills



More info @ [my personal website](#)

Languages Python – Type/JavaScript – C – SQL – HTML – Dart – R – PHP – Ruby – LaTeX – English – Spanish

Technologies Ruby on Rails – Angular – WordPress – AWS – Azure – PostgreSQL – Docker – OpenAI – Firebase / Google Cloud – React – Flutter – NodeJS – Flask – Clingo – HuggingFace

AI Fine-tuning – TensorFlow – PyTorch – Scikit Learn – Transformers – ML – Prompt Engineering – LangChain

Others Agile – Teamwork – Effective Communication – Leadership – DevOps

Experience

EduTecno

Software & AI Engineer

- Engineered the frontend and backend of the AI-powered coding lesson generation feature on the Sophia website.
Technologies: Angular (TypeScript) – OpenAI API – Azure Text-To-Speech API – Azure Functions (Server)
- Led a team in the implementation of Semantic Search, enabling an AI to answer questions based on a large corpus of data (.pdf, .txt, .docx, etc.).
Technologies: OpenAI API – LangChain Agents – Flutter – Firebase / Google Cloud
- Research and training/fine-tuning open-source LLM models.
Technologies: Oobabooga – Llama (Alpaca) – GPT-J

NeoSer

Web Developer

- Collaborated with the marketing team to improve the web page by updating the database, revamping the visual design, and incorporating user experience and interface (UX/UI) best practices. After these changes, the sales went up 10%.
Technologies: WordPress

MIT Human-Centered AI & Visualization Research Workshop

Member of the Student Cohort

- Attended a conference featuring lectures from MIT academics and AI experts, learning about AI applications in NLP, transparent AI decision-making, and brain signals understanding, as well as effective visualization methods. Contributed to group discussions and activities, effectively communicating my knowledge, and fostering an inclusive environment for idea exchange within the student cohort.

College Projects

Mobile Machine Learning: Research & Development

- Currently in a research project about mobile machine learning.

Technical Leader in Mobile Development during Capstone

- Led a team of students in the development of a mobile product for a real client. During this role, I not only had to showcase my technical abilities but also demonstrate strong social skills by effectively communicating with other teams involved in the project and maintaining clear communication with the client. This project helped the ONG to being able to add data at least 2 times faster and provided with a clearer and better organized database.

Web applications

- Created a website for a Fantastic Mr. Fox game, in which I used a Koa.js for the backend and React for the frontend. Won best project of the course.
- Developed a web-based carpool app for college campuses.
- Engineered a website and its associated database for tracking information about music artists, producers, events, and festivals.

CLI

- Developed my own OS with a team of classmates.

AI

- Implemented reinforcement learning (Q-Learning) to train an AI to play Flappy Bird.
- Created sound classifier using convolutional neural network (CNN). After epoch 25 it had a precision of above 70% in the training and validation sets.
- Implemented a Random Forest Classifier with an accuracy of 76% in predicting diabetes.
- Created and trained a machine learning model to predict the Olympic sport depicted in input images. Used OpenPifPaf, OpenCV, SVM (Scikit-learn).
- Trained a model using Support Vector Machines to recognize characters presented as input, with precision, recall and f-score around 90%.
- Developed an algorithm that automatically organizes schedules based on given restrictions (College time schedule organizer), using the answer set programming (ASP) paradigm.

Education

Pontifical Catholic University of Chile

- Bachelor of Science in Engineering with a Computer Science major and Electrical Engineering minor.
- Teacher Assistant in Introduction to Programming.
- Teacher Assistant in Data Structures & Algorithms.
- Current College GPA: 6.2 / 7
- Highest Score on the Engineering Fundamentals Exam of my promotion.
- Pursuing a professional title (master-like) in Computer Science, delving into areas like AI/ML and software development.

University of Manchester

- Exchange program where I took some course like Processor Microarchitecture and Algorithms & Complexity.

Craighouse School

- Highest Score on Stanford Math School Competition in Chile.
- Debate team: Represented Chile in a Latin America Model United Nations.
- International Baccalaureate (IB): 7 Physics HL – 6 Math HL – English & Spanish Bilingual Diploma
- Chilean High School GPA: 6.95 / 7
- PSU, former Chilean SAT (out of 850): GPA 824 – Ranking 850 – Spanish 708 – Math 811 – Science 817
- Two-time Regional Physics Competition Champion.
- Elected as Prefect by professors and peers.
- Received the School Spirit Award
- Valedictorian