

# Aarón Espasandín Geselmann

Madrid, Spain

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Developer with 4 years of Python expertise in Deep Learning, focusing on Computer Vision, and 3 years of experience crafting innovative designs using React with a strong emphasis on performance optimization.

## Education

BS Computer Science & Engineering  
UC3M 2020 – 2024

## Languages

English (Fluent), Spanish (Native), French (Basic)

## Professional Experience



### Vodafone – Generate AI Engineer Intern

June 2023 – November 2023

- We created a web-based chatbot utilizing Retrieval-augmented Generation (RAG) to interact with the Innovation Team's documentation, significantly improving productivity and decision-making processes by providing quick access to references and summaries.
- Developed a React.js and NextJS 13 platform for showcasing proof of concepts within the Vodafone's Innovation Team, enhancing cross-departmental collaboration.
- Main tools: React.js, NextJS 13, Python, Flask, AWS Lambda & S3, LangChain, ChromaDB, Pinecone.



### SaturdaysAI – Frontend Engineer and Computer Vision Mentor

October 2022 – June 2023

- Significantly enhanced the website's performance by optimizing the loading time from 7s to a mere 2s. Redeveloping the site using React led to a 0.5s First Contentful Paint time. [See Loom in Spanish](#)
- To accommodate the marketing team's need for seamless content creation, a refinement on the WordPress template and plugins was made using JavaScript and PHP, ultimately striking a balance between performance and usability.
- Conducting engaging face-to-face courses on Object Detection, Image Segmentation, and Autoencoders in OpenCV and Keras. Devised a fascinating challenge for video conferencing background blur. [See Project](#)



### Meta – PlayTorch Open Source Contributor

October 2020 – February 2021

- Advanced PlayTorch integration by creating an Android Virtual Device for Apple Silicon's ARM CPU architecture, enabling seamless execution on the latest Macs. [See Pull Request](#)
- Tackled a challenging quantization runtime error, making PlayTorch template creation possible on ARM CPUs. [See Pull Request](#)
- Main tools: React Native, TypeScript, Python, PyTorch and TorchScript.

## Accomplishments

 2nd Prize (€5,000) in the GameOfCode hackathon (Docter Holding, Luxembourg, 2020) [GitHub](#) • [Demo](#)

 Developed TorchFakes, an award-winning DeepFake detector (SaturdaysAI, Madrid, 2022) [GitHub](#) • [Demo](#)

 Achieved the highest score in my course (9.5/10) in the Programming subject, using Python (UC3M, Madrid)