

Alejandro

Jarabo-Peñas

Telecom Engineer with  
Cloud & Data Science Experience



Spanish citizenship



LinkedIn : ajp98



Odense, Denmark



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## WHO AM I?

I'm an engineer who loves turning data into solutions, with a background in computer science, AI, statistics, and telecommunications. I have hands-on experience with machine learning, cloud technologies, and data-driven projects, always looking for innovative ways to solve problems. I enjoy working in dynamic environments, collaborating with teams, and pushing the boundaries of technology to make a real impact.

## SKILLS

- Proficient in Python, SQL, and other tools for data science and analytics.
- Experienced in developing web applications: frontend (CSS, HTML) and backend (Node.js, JavaScript).
- Skilled in data modeling, ETL pipelines, and handling large, complex datasets.
- Expertise in cloud-native applications: Google Cloud Platform, Kubernetes, and microservices.
- Strong problem-solving and analytical skills with a focus on delivering value.

## EXPERIENCE

Sep. 2022 –  
Present

### Creator of WiseSloth.app

WiseSloth.app

Created and developed WiseSloth.app, a cutting-edge platform hosted on Google Cloud that transforms any text into dynamic multiple-choice quizzes. By fine-tuning a Large Language Model (LLM), I enabled the platform to automatically generate engaging quizzes, while tracking user performance through data collection and analysis. Built with Python, Node.js, and an SQL database, the platform has given me full-stack developer experience.

Cloud Architecture · Web Development · User Engagement · Data Analysis · LLM Fine-Tuning · SQL · Python · Node.js

Jan. 2023 –  
Jan. 2025

### Cloud Engineer

Ericsson

Developed tools and services to enhance automation, cloud integration, and secure communication. Built a visualization tool for server connections, improved microservices with updated libraries and proactive Helm schemas, and contributed to AI-powered solutions using Retrieval-Augmented Generation (RAG) and Large Language Models (LLM).

Automation · Cloud Integration · Microservices · AI Development · Helm · Kubernetes · JavaScript · Secure Communication · LLMs · AI

Jun. 2022 –  
Dec. 2022

### Master Thesis

Ericsson Research - Dpt. of IoT & Cyber-Physical Systems

I developed my Master Thesis titled *Knowledge Graphs for IoT Platform Digital Twins* for KTH.

Knowledge Representation & Reasoning · Graph Databases · NoSQL · Internet of Things (IoT) · Artificial Intelligence (AI)

Sep. 2019 –  
Jun. 2021

### Data Science Researcher

Cátedra Cabify UPM

I used Python, Pandas, and machine learning techniques like anomaly detection and clustering to analyze bus performance in Madrid and London, uncovering patterns that optimized urban transit and led to the *publication of my research* in a prestigious IEEE journal.

Data Science · Data Cleaning · Machine Learning · Statistical Modeling · Statistics · Linux · Python · Team Work · SQL · Docker · Python

## EDUCATION

Sep. 2021 –  
Jan. 2023

### MSc in Systems, Control, and Robotics

KTH - Stockholm

Analyze, design, and control complex technical systems with significant autonomous capabilities.

Sep. 2020 –  
Jan. 2023

### MSc in Telecommunication Engineering

ETSIT UPM - Madrid

Enables the student to carry out the profession of a Telecommunications Engineer.

Sep. 2016 –  
Jun. 2020

### Bachelor of Engineering in Telecommunication Technologies and Services

ETSIT UPM - Madrid

Specialization in Electronic Systems. 13 courses passed with honors.

## LANGUAGES

**Spanish** - native  
**English** - proficient  
**French** - intermediate  
**Swedish** - basic

## HOBBIES

I love playing volleyball, padel, and football, and I hit the gym regularly to stay fit and unwind. My dad's a sports teacher, so I definitely inherited my love for sports from him! I also enjoy board games, chess, and video games—always up for a good challenge!

## OWN PROJECTS

I'm really proud of my creation, WiseSloth.app, an innovative platform that transforms any text into engaging multiple-choice quizzes. I'm excited about the possibility of creating a game as my next project!