

Luis SOTO MEDINA

CURRICULUM VITAE



Degree	Sound and Image Engineering
Birth date	17-06-1998
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Meticulous young engineer specialized in acoustic data and AI, with nearly 4 years of experience in acoustic data analysis and modelling using programming as a core tool. Currently completing my master's thesis on generative AI for music, driven by a strong passion for machine learning and its real-world applications. I am a motivated, organized and responsible team player with initiative to solve new and complex problems. Skilled at working under pressure, with leadership abilities and a strong enthusiasm for innovation in data-driven technologies.

EDUCATION

2024-Present	Master in Artificial Intelligence, Valencia International University (Spain). <ul style="list-style-type: none">- Currently completing my master's final project focused on conditional generative model for MIDI generation.
2016-2021	Sound and Image Engineering, Polytechnic University of Madrid (Spain). <ul style="list-style-type: none">- Final Project "Station for the Remote Measurement of the Acoustic Contamination with Raspberry Pi". Grade: 10/10, proposed for honors.
2010-2019	Professional Music Studies, specialization in Flute, Ángel Barrios Professional music school (Granada).

WORK EXPERIENCE

2021-Present	Acoustic Engineer, Envirosuite, (Madrid City Council) <ul style="list-style-type: none">- Analysis and processing of historical noise data from Madrid using Python.- Design and implementation of real-time monitoring for 50 station using Power BI.- Digitalization and process optimization.- Development of the 2021 strategic noise map for road and railway noise.- Development of the 2024 noise action plan.
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Recognition: In the second half of 2022, awarded as the best employee in Europe (EMEA region) for outstanding performance within Envirosuite.

2019-2020	Intern, Repsol (E&P Digitalisation Department, Madrid) <ul style="list-style-type: none">- Managed AI projects using Agile methodologies.- Provided guidance on machine learning evaluation metrics.- Designed and implemented the department's cost model.
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ADDITIONAL TRAINING

Dec. 2024	Generative Music AI Workshop – Universitat Pompeu Fabra (UPF), Barcelona, December 16-20, 2024.
2024	Generative Music AI Course, Valerio Velardo.
2024	Learning Git and GitHub, LinkedIn Learning.
2022	Deep Learning (for Audio) with Python Course, Valerio Velardo.
Dec. 2022	Audio encoding, beyond MP3, edX.
2022	C++ Essential Training, LinkedIn Learning.
July 2020	COVID-19 Related Technologies, Strategic Units and Capabilities Course (6 –7 July 2020), Chair Engineer General D. Antonio Ramón and Zarco del Valle.

SKILLS

- Proficient in Python, with experience in C++, Matlab, R and Octave.
- Strong background in AI and machine learning, with expertise in TensorFlow and PyTorch for developing and training models, including generative AI and LLMs.
- Data visualization skills using Seaborn, Matplotlib and Power BI.
- Experience in data analysis and automation, creating custom scripts and programs for efficient data processing.
- Ability to work under pressure, with strong collaboration, teamwork, and leadership skills.

VOLUNTEERING

2004–2023	Member, Scout Group Genil 492, Granada
2015–2020	Volunteer, Escuela de Solidaridad Foundation, Granada (Spain).
2018	Organiser, "Ocean Initiatives" activities, Algarve Region (Portugal).

ADDITIONAL ACTIVITIES

2020	English Level Certificate: B2 Aptis.
2015	Intensive English Course, Downside (UK) - 50 hours (2 weeks)
2014	Intensive English Course, Lancing (UK) - 67 hours (3 weeks)
2018–2020	First Lego League Referee, Polytechnic University of Madrid (Spain).