

Andy Clemente Gago

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Developer specialized in mobile applications and artificial intelligence, with experience in FastAPI and RAG architectures for virtual assistants. Competitor in international hackathons and programming contests. I combine technical skills with leadership and communication abilities, demonstrated through teaching and digital community management.

PROFESSIONAL EXPERIENCE

BioCubaFarma Information Technology Company (ETI)
Programmer Technician

Havana, Cuba
Mar 2025 - Present

- Leading the development of a unified platform to manage multiple virtual assistants following a Retrieval-Augmented Generation (RAG) approach and using various Artificial Intelligence (AI) models.
- Developed a FastAPI (Python) API that implements a complete management and processing system for virtual assistants, including JWT authentication with roles, user and subscription plan CRUD, document processing (PDF/DOCX) with chunking and embedding generation, storage in ChromaDB for semantic search, an advanced RAG engine integrating LLMs and audio processing (Whisper) to generate contextualized responses, and endpoints designed for cross-platform integration.
- Participated in SIGESTIC 2025 as a delegate, a national-level event organized by ETI within the research/commercial field.

Medialytic
Mobile Programmer

Havana, Cuba
Nov 2024 – Jun 2025

- Completed a 3-month training period with Flutter, acquiring knowledge in Dart, Widgets, state management with Provider, and REST API integrations.
- Developed the "El Chismoso" application using Flutter, which allows users to take photos, enrich them with metadata such as GPS location and description, and upload them to a platform for processing.

Technological University of Havana, José Antonio Echeverría, CUJAE
Teaching Assistant

Havana, Cuba
Mar 2025 - Mar 2026

- Practical class instructor for a student group teaching Introduction to Programming (IP), using the C programming language for first-semester Computer Engineering students.
- Practical class instructor for a student group teaching Object-Oriented Design and Programming (DPOO), using the Java programming language for second-semester Computer Engineering students.

EDUCATION

Technological University of Havana, José Antonio Echeverría, CUJAE
Bachelor of Computer Engineering (4th Year Student)
Expected Graduation: July 2026

Havana, Cuba
Feb 2023 – Present

ADDITIONAL SKILLS

- Native Spanish speaker, English (A2 Certification - Basic).
- Over 2 years of experience in social media management (Instagram), communication channels (Telegram), and content creation.
- Participant in various Hackathons (UNESCO Youth Hackathon 2024 and 2025; AVANCODE 2025; GLOBAL GAME JAM 2025) and Programming Contests (ICPC Caribbean Finals on three occasions, with a best result of Rank 37 in the Caribbean).

- Strong research profile with notable results in Scientific Conferences, with a publication in the National Student Journal of Engineering and Architecture (RENIA) titled "Prototype of an Intelligent Cultivation House".
- Leadership and Communication skills demonstrated in roles such as Vice President, Recreation, and Communication in the Faculty Secretariat.