

Pau Peñacoba Alberola

AI Systems Engineer • Applied AI & Automation

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01 // PROFILE

AI Systems Engineer with a strong foundation in computer graphics, XR programming and machine learning. I design and ship end-to-end AI solutions, from LLM-powered agents and RAG pipelines to process automation on enterprise ERP, with production experience across automation, cloud infrastructure and full-stack development. Currently deepening expertise in applied RL and portfolio optimization through a Master's in Applied AI.

02 // EXPERIENCE

Automation Analyst | RPA & Process Automation — Suntory

• Sep 2026 – Present

- Automate business processes end-to-end with Power Automate (cloud & desktop RPA) and Python bots.
- Develop ABAP extensions and integrations on SAP S/4HANA / ECC to connect automations with core ERP data.
- Build Copilot agents in Copilot Studio with RAG over internal documentation to assist business teams.
- Ship Power Apps on Dataverse and manage CI/CD pipelines in Azure DevOps across environments.

Automation Engineer — SkaiCRM

• Nov 2025 – Present

- Built end-to-end automation pipelines with Selenium, PyTorch and PostgreSQL/AWS.
- Designed and deployed RAG & LangChain workflows, cutting manual processing time by ~60%.
- Architected CI/CD pipelines for ML model versioning and continuous deployment.
- Developed an outbound voice-agent CRM with real-time AI calls at scale.

Web Development Teacher — IES Sant Vicent Ferrer d'Algemesí

Mar 2025 – Jun 2025

- Taught HTML/CSS/JavaScript and network administration to vocational students.

Augmented Reality Programmer — Suntory

Jun 2024 – Nov 2024

- Delivered a full AR & computer-vision app in C#/Unity with a Python/TensorFlow backend.
- Detected and identified critical machinery components to guide operators through complex industrial equipment.
- Started as an MSc thesis demo; delivered a production-ready codebase sold to the client.

Virtual Reality Programmer (Intern) — IRTIC – ARTEC, Universitat de València

Mar 2023 – Jul 2023

- Developed immersive VR surgical-training exercises in C#/Unity for the da Vinci robotic surgery system.

03 // SKILLS

AI / ML

LLM Integration & Agents RAG LangChain Copilot Studio PyTorch TensorFlow
Stable-Baselines3 ML / DL / RL

Automation

Power Automate RPA Python bots Selenium Power Apps Dataverse

Programming

Python TypeScript / JavaScript ABAP (SAP) C++ C# SQL

Infrastructure

Azure DevOps AWS PostgreSQL Redis Docker CI/CD SAP S/4HANA / ECC
Node.js / Fastify Electron

Specialties

Computer Graphics (OpenGL) AR / VR (Unity) Full-Stack Development

04 // EDUCATION

MSc Applied Artificial Intelligence

Universidad Europea • Nov 2025 – Nov 2026

MSc Computer Graphics & Simulation

U-Tad • Oct 2022 – Sep 2023

BSc Video Game Design & Development

Florida Universitaria • Sep 2018 – Jun 2022

05 // CERTIFICATIONS

Generative Artificial Intelligence

Universitat Politècnica de València • ID FCPK6ZHI9CM

Creative Coding

Universitat Politècnica de València • ID FCPVZ094JBT

ABAP Development • SAP

06 // LANGUAGES

Spanish — Native • English — Upper-Intermediate (B2+)