



PEDRO SATORRE-MULET

CONTACT

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[LinkedIn Profile](#) 

CERTIFICATIONS / COURSES

- [Intro. to LangSmith - Certificate](#)
(LangChain 07.2026)
- [AI Context Engineering for Football - Certificate](#)
(Twelve Football 05.2026)
- [Get Started with AI Agents on Databricks - Accrediation Badge](#)
(Databricks 02.2026)
- [Intro. to LangGraph - Certificate](#)
(LangChain 10.2025)
- [AI Agent Fundamentals - Accreditation Badge](#)
(Databricks 10.2025)
- [Generative AI Engineering - Certificates](#)
(Databricks 10.2025)
- [Generative AI Fundamentals - Accreditation Badge](#)
(Databricks 09.2025)
- [Machine Learning Engineering - Certificates](#)
(Databricks 07.2025)
- [GCP Machine Learning - Vertex AI | Gemini | GenAI](#)
(Udemy 07.2025)

PROFILE

I am a positive, proactive, and curious person, eager to keep learning on and off the job. I enjoy teamwork and promoting a camaraderie spirit among colleagues. I particularly thrive when given autonomy to propose and implement initiatives. I aspire to deepen my professional experience in AI, Data Science & Analytics.

I single-handedly designed and built successfully, from scratch, a new branch (i.e. business line) within my department at Ernst & Young (EY), under the direct supervision of a department-linked Partner. He supported carrying out this initiative after I proactively proposed it, shortly after joining EY, pitching the potential of this idea to the entire department.

WORK EXPERIENCE

Sick-Leave to Take Care of Family Members (Health Issues)

Nov. 2025 – Jul. 2026 (Full-Time)

Ernst & Young (EY) • Madrid, Spain



Oct. 2024 – Nov. 2025 (Full-Time)

Technology Consultant – AI, Data Science & Analytics

- Designed & built a new business line (i.e. branch) within the department
- End-to-end development of Machine Learning (ML) & Deep Learning (DL) solutions
- Development of GenAI & Agentic AI solutions
- Construction of insightful & appealing visualizations
- Lead a small team of 3 technical people
- Cross-functional collaboration with technical and non-technical customers

EDUCATION

Universität Potsdam • Potsdam, Germany



Oct. 2020 – Mar. 2024

MSc. Data Science

Instructed in cooperation with the **Hasso Plattner Institute (HPI)**



Thesis (supervised by **Dr. Gabriel Anzer** – Head of Soccer Data Analytics @ RB Leipzig) :

“Shot Classification & Goal Probability Estimation Using Graph Neural Networks” (specifically, Heterogeneous Graph Transformers - HGTs)

Dr. Gabriel Anzer’s [Recommendation Letter](#)



Lancaster University • England, UK

Oct. 2017 – Jun. 2020

BSc. (Hons) Physics, Astrophysics & Cosmology



LANGUAGES

- Spanish (Native)
- Catalan (Native)
- English (Bilingual)
- Greek (Intermediate)
- German (Basic)
- Italian (Elementary)
- Chinese (Elementary)

TECH STACK

Programming Languages:

- Python (+ PySpark)
- R (R-Studio)
- SQL

Analytics, BI, ML, DL, and AI:

- NumPy + Pandas
- Matplotlib + Seaborn
- Scikit-Learn
- Keras
- PyTorch
- PyG (PyTorch Geometric)
- Spark MLlib
- AutoML
- MLflow
- LangChain/Graph/Smith
- BigQuery + Dataform (GCP)
- Visual Studio Code
- Jupyter Lab & Notebook
- GitHub
- Databricks (Mosaic AI)
- Agent Bricks
- Azure ML Studio
- Google Colab + VertexAI (GCP)
- Power BI
- Streamlit
- Databricks Apps

Project Management:

- Jira

Bellver International College • Palma de Mallorca, Spain

Sept. 2002 – Jun. 2017

- 4 A-Levels
- 2 AS-Levels
- IGCSEs



PUBLICATIONS

Technical Paper:

Facial Landmarks Detection: A Brief Chronological Survey & Practical Implementation.
DOI: [10.13140/RG.2.2.36199.98722](https://doi.org/10.13140/RG.2.2.36199.98722)

Bätz, A., De Miguel Palacio, A., Mishra, G., Rodriguez Llorca, I., Raihan Pranti, M., Satorre Mulet, P. & Lippert, C. (2021).

PORTFOLIO

• CBs & CB-Pairings AI Analyst (Agent):

I got [selected + accepted](#) into [Twelve Football's 1st edition of the course \(AI\) "Context Engineering for Football"](#) - we had to implement a hands-on project as part of the course, to develop an AI Analyst agent; I implemented a [CBs & CB-Pairings AI Analyst agent](#) chat on a Streamlit app. Note: CBs = Centre-Backs / Central Defenders.

• Designed & built a new business line (i.e. branch) within EY:

As a side-project, independent from my daily duties, I single-handedly designed and built successfully, from scratch, a new branch (i.e. business line) on Sports AI & Analytics, with a special focus on football/soccer, within my department at Ernst & Young (EY), under the direct supervision of a department-linked Partner. He supported carrying out this initiative after I proactively proposed it, shortly after joining EY, pitching the potential of this idea to the entire department.

• "Shot Classification & Goal Probability Estimation Using Graph Neural Networks" (specifically, Heterogeneous Graph Transformers - HGTs):

Cutting-edge, state-of-the-art (SOTA) [MSc. Data Science thesis' research project](#) – successfully demonstrated statistically that HGTs classify, estimate, and calibrate better football/soccer shots & their respective goal probability (i.e. xG = Expected Goals), compared to traditional xG models.

This project was selected by [David Sumpter](#) (and his committee) as [1 of the 4 finalists for Twelve Football's "Pitch to the Pros #3"](#).

• (Static & Animated/Video) Spearman's Pitch Control surfaces:

[Implemented football/soccer Spearman's Pitch Control surfaces](#) (both in static .png and in animated/.mp4 video formats) to visualize the areas of the pitch that are under control by each of the teams and which areas would be under dispute for the ball.

• (Static & Animated/Video) EPV-Added surfaces + contours:

[Implemented football/soccer Expected Possession Value-Added surfaces + contours](#) (both in static .png and in animated/.mp4 video formats) to visualize which areas of the pitch should the ball be displaced to, at every instant in time by the team in possession, to maximize their xG (Expected Goals) within that same play.