



Agustín Ramiro Díaz

I'm a 22 year old computer science student eager to learn, passionate about math and its applications in programming.

Get in touch!

Personal website:

agustinramirodiaz.github.io

Mobile:

+54 3413943048

Email:

agustin.ramiro.diaz@gmail.com

Location:

Rosario, Santa Fe, Argentina

Languages

Spanish

Native

English (B2)

FCE Cambridge

English is also my primary language for media consuming, thus my reading and listening skills are of high quality

Interests

- Gaming
- MTB Cycling
- Photography

Other Programming Languages

C, C++, Python, SML, Haskell, R, Erlang, Assembly (x86 and RiscV)

Work Experience

Full Stack Web Developer

SZICOM | July 2019 - March 2020

I was able to keep up with a team of Senior Developers with over 10 years of experience. We developed the web app "Distribution Management System" for Naturgy (MX).

Backend Development:

- C#
- .Net Core
- Entity Framework Core
- SQL Server
- Visual Studio

Frontend Development:

- Angular
- HTML + CSS
- TypeScript
- JavaScript
- Visual Studio Code

Agile methodologies

Unit and Integration Testing

CI/CD

Design Patterns

Tools:

- Atlassian Package (Jira, Confluence, BitBucket, SourceTree)
- Jenkins
- GIT
- RabbitMQ
- Robot Framework

Educational Robotics Teacher

Taller Big Bang | March 2018 - December 2018

Taller Big Bang was a science institute for children where we taught about:

- Educational robotics
- Video Game creation

Academic History

FCEIA - UNR

Bachelor in Computer Science

Currently attending 4th year.

FCEIA - UNR

Bachelor in Exact Sciences

Instituto Politécnico Superior, General San Martín

Construction Technician

Miscellaneous

Artificial Intelligence

Open courses from Stanford, MIT, OpenAI, FastAI using Pytorch and TensorFlow on topics such as Computer Vision and Reinforcement Learning. Familiar with various architectures (RNN, LSTM, Transformers, CNN, Generative Models such as VAE and GAN).

QWorld Global Quantum Programming Workshop | QBronze

Introductory level workshop series on the basics of quantum computing and quantum programming using Jupyter notebooks.

Unity 3D

Created a simple infinite runner game using the Unity3d engine.