JUAN ARTURO CRUZ CARDONA

PERSONAL INFORMATION

Date of Birth: January 17, 1998   **Email:** arturocrzc@gmail.com
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EDUCATION

Monterrey Institute of Technology and Higher Education   Graduating in December 2021
Bachelor's Degree in Computer Science and Technology
GPA: 3.5

WORK EXPERIENCE

Freelance Software Developer   Querétaro, Santiago de Querétaro. México

Web and Mobile Developer   May 2020 – February 2021

- Nok
  - Helped to oversee the process of developing the frontend and backend of functionalities like sending invitations by sms and email, generation of QR codes for access and creation of logs and reports.
  - Software solution developed using Firebase and Angular 6.
- Prevención COVID
  - Project for the early detection of COVID19 as well as the monitoring of patients.
  - Software solution developed using React Js, MongoDB and Docker.
  - Handled most of the front-end development of the project.

Natgas   Querétaro, Santiago de Querétaro. México

Software Engineer Trainee   November 2019 – March 2020

- Use of software engineering processes based on Disciplined Agile Delivery and Capability Maturity Model Integration.
- First stage of software solution developed using Cloud Firestore, GraphQl, Angular 10, Apollo Link and Ionic.

Bitamina Digital   Querétaro, Santiago de Querétaro. México

Web Developer   April 2019 - August 2019

- Established a new work scheme focused on reducing the work hours the development team should work to finish the projects using Scrum as the main methodology and different technologies such as Git and GitLab.
- Usage of technologies such as PhP, MySQL, HTML5, CSS3 and JavaScript to develop and maintain various projects, ranging from static web pages to administrative sites.

Knauf México   Querétaro, Santa Rosa Jáuregui. México

Warehouse General Assistant   June 2017 - August 2017

- Generate reports of equipment and tools inputs and outputs.
- Updating of excel databases.

MAJOR PROJECTS

Impulse   August 2019 – December 2019

Consolidation of a department of Information   https://impulse-semestrei.github.io/index.html
Technologies

- Development of software solutions using technologies such as Django, React Native and PostgreSQL.
- Use of software engineering processes based on Disciplined Agile Delivery, Capability Maturity Model Integration and PMBOK.
- Different roles of Disciplined Agile Delivery performed during iterations such as:
    - Product Owner (mainly)
    - Architecture Owner
    - Team Member

Multithreading Video Game   February 2020 – June 2020

Java – Final Class Project   https://github.com/Alanespartan/Programming-Languages-Project

Use of socket programming to connect multiple instances of the video game (clients), then those send information to a listener socket (server) in a particular port and finally this one returns new information for all other sockets.

In addition, multiple design patterns were used to handle the rendering, creation of objects, sounds and logic to give the user a better experience.

Reinforcement Learning StarCraft 2 Agent   August 2020 – December 2020

Python – Class Project   https://github.com/Alanespartan/ReinforcementLearningStarcraftAgent

Build a Smart Terran Agent capable of learning to develop a better strategy over time through a reward system based on the actions it tooks and the state resulting from those.

It uses the psyc2 library to handle all the setup of the video game and as core of the machine learning it uses a Q-Learning Table to save the state of the actions the agent took, to give him a way to analyze and decide which action should be done next.

Gallery   August 2020 – December 2020

3D Video game on Unity – Final Class Project   https://github.com/Alanespartan/Gallery

Video game inspired by PT Silent Hill with the intent of generating a visual experience with a certain degree of suspense through the manipulation of events within the game, such as: repetition of scenarios, interaction with objects on the stage, random changes of lights, aleatory movement of objects and sound manipulation.

Free assets from the community were used to focus on the development of the code of all the events in game.

Deep Learning Chatbot Agent   May 2021 – June 2021

Python, Keras and NLTK – Class Project   https://github.com/Alanespartan/Deep-Learning-Chatbot-Project

A Chatbot capable of responding messages after learning certain patterns the user can introduce and the answer for these. It does not create its own answer, but it chooses randomly.

Usage of 2 datasets:
1. Corona virus frequently asked questions.
2. Medical support simple questions.

SKILLS

PROGRAMMING LANGUAGES	TECHNOLOGIES
1 year: JavaScript, TypeScript 6 months: Java, Python, PhP 3 months: C, C++, C#	MySQL, PostgreSQL, MongoDB, Git, GitLab, GitHub, Bootstrap 4, Django, GraphQL, Google Cloud Firestore, Firebase, Angular, Ionic, React Js, HTML 5, CSS, JQuery, Office
LANGUAGE SKILLS	**ONLINE CERTIFICATIONS**
Spanish: Native English: 70% - Linguaskill Business B2	Professional Web Design (Udemy, 2020) High-Impact Business Writing (Coursera, 2021) Python for advanced data scientist (LinkedIn, 2021)