OSCAR JULIAN RODRIGUEZ CARDENAS

Computer scientist student (7 semester) and data scientist junior, I am in passion with delivering valuable data and clever conclusions from data

CONTACT

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Portfolio
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Oscar Rodriguez

SKILLS

Programming

Python
Java
C++
SQL
Julia
Ocaml
HTML/CSS
LaTeX
LaTeX

Operating Systems

Linux
Ubuntu Server
Windows

Software & Tools

Visualisation
(e.g. matplotlib, seaborn, ...)
Data handling/analysis
(e.g. numpy, scipy, pandas, ...)
WebScrapping
Office
ML modeling
Deep Learning Modeling

Relevant coursework

Data Structures
Algorithms
POO
Probability

Languages

English

CERTIFICATES

https://platzi.com/p/osrodriguezc537/

EDUCATION

03/2018 - 03/2023
Universidad Nacional de Colombia, Bogotá,D.C — Computer Science

2021
Correlation One,Bogotá,D.C — Data Science

ACHIEVEMENTS, HONOURS AND AWARDS

Best students CS 2018

GENERAL SKILLS

Communication | Responsability | Python | Julia | Mathematics | Probabilty | Algorithms | Data Structures

MY PROJECTS

Please have a look to my portfolio for code and details:
https://sites.google.com/unal.edu.co/ojrodriguez-portfolio/my-projects

Some of the relevants project are:

1. **Simple Classification Task**: The purpose was to classify given sonar signals if there is a rock or a mine, the data set had around 60 features and 208 registers, I used KNN, logistic regression and Support vector machines for giving a solution using F1 score as the main metric.

2. **Final project DS4A:**This is one of the best projects I have worked in, for the DS4A program we gave a solution for a real problem world of data science, the problem was proposed by the Rionegro's government, te objective was to predict the incomes and uses this information to optimize short and long term investment, please give it a look is worth reading.

3. **EDA (Exploratory Data Analysis) on Premier League dataset:**n this project the idea was to analyze the premier league data to answer questions such as ¿which clubs have the expensive players?¿which player have the most popular players?¿which are good variables for determining the value of a player?.

4. **Metaheuristics for given an optimal solution to the Traveling Salesman Problem (NP hard problem)**:During this project using metaheuristics such as genetic algorithms, hill climbing, random restart hill climbing and simulated annealing for giving an optimal solution to the NP hard problem of TSP, in addition using genetic algorithms I give an approximate solution to the Quadratic Assignment problem.