# ALLEN RAMÍREZ RAMÍREZ

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## EDUCATION

**Universidad de Costa Rica**                                                                 *April 2023*

Bachelor in Computing with emphasis in Computer Science                          San José, Costa Rica

## WORK EXPERIENCE

**Maintenance Technician**                                                            *Jan 2012 – Apr 2023*

Configuraciones de Tecnología TecSet                                         Atenas, Alajuela, Costa Rica

- Corrective and preventive maintenance, re-installations, installation of Office packages, antivirus, network and general configurations.
- Occasional work, weekends.

**Sales Manager**                                                                    *Mar 2022 – Mar 2023*

Delicias Cai Comida Express                                                  Atenas, Alajuela, Costa Rica

- Customer service, order management, inventory management, social media communications and advertising.
- Weekends.

## PROJECTS

**System for registration of hours and assignment of tasks**  | Django, Python, HTML, JavaScript, SQLite

- Participation in the creation of a website for the management of hours and tasks of students in their University Community Work.
- Developed using the Django framework, Python, HTML, JavaScript and SQLite.

**Educational Game Application in hackathon** | 🔗                                        Java, Android Studio

- First place national winning team of the NASA International Space Apps Challenge 2022.
- Development of a game using genetic algorithms for the combination of characteristics of organisms in space.
- Developed using Java and Android Studio.

**Multiple vehicle tracking system**                      | Python, Artificial intelligence, YOLO, SORT, MOT metrics

- Implementation of a system to compare tracking techniques of multiple vehicles with artificial intelligence.
- Developed using Python, Artificial Intelligence, YOLO, SORT and MOT metrics.

**Roguelike video game**                                                              | C#, Unity Game Engine

- Creation of a 2D platformer roguelike video game using the Unity game engine.
- Developed using C# and Unity Game Engine.

**Optimization algorithm system** | 🐙                                                          C, C++

- Implementation of algorithms to find the optimal values in optimization problems.
- Particle Swarm Optimization heuristic algorithm project.
- Simulated annealing heuristic algorithm project.
- Developed using C and C++.

**Data clustering application** | 🐙                                        Python, Multi-threading, K-means

- Development of an efficient and effective multi-threading application that allows the grouping of large amounts of data.
- K-means|| data clustering project.
- Developed using Python, Multi-threading and K-means.

## SKILLS

**Languages**: Spanish (native), English (advanced)

**Programming languages**: C++, Java, Python, JavaScript, C+, C#, Assembly

**Frameworks**: Django, JavaScript

**Databases**: MySQL, Microsoft SQL Server, SQLite, Redis

**Artificial intelligence**: Convolutional neural networks, tracking algorithms, natural language processing

**Other technical proficiencies**: GitHub, HTML, LaTeX, Google Docs, Microsoft Office, Internet, Social networks

**Other skills**: Research, problem solving, analytical thinking

## HONORS & AWARDS

**First place national winning team of the NASA International Space Apps Challenge 2022** | ⌗

- On October 1st and 2nd, 2022, I participated in the NASA International Space Apps Challenge 2022 hackathon in the Adaptation Heroes team.
- Our team was the first place winner for Costa Rica being part of the global nominees for this event, with our project "Hybrid Humans".