

Andres Barragan

Software engineer with four years of experience, passionate about software development and UX design.

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PROFESSIONAL EXPERIENCE

Meta, Menlo Park — SWE Intern @ Sharing Experiences

June 2022 - September 2022

Mobile (iOS) development with Objective-C on the Facebook App. Built a feature for rich media (GIFs, stickers, etc.) replies to improve user engagement for the status feature. Focused on the scalability of the feature (for more media types to be supported with ease). Implemented tests, arranged QA, and configured group experiments for said feature.

harvestly.co, San Luis Obispo — Co-Founder & CTO

October 2020 - June 2022 [REMOTE]

Built a hyper-local marketplace for small business owners. Web development using React and Redux. Built customer, vendor, and admin-facing portals. Included data visualization and analytics for vendors and admins. Designed the system's requirements and UI. Led the engineering team (see <https://harvestly.co/>).

Facebook, Menlo Park — SWE Intern @ Gaming Services

June 2021 - August 2021 [REMOTE]

Development of SDK tools for game developers to trigger haptic feedback on games playable through the Facebook App. Made native changes to the iOS and Android versions of the FB app.

Facebook, Menlo Park — FBU iOS Intern

June 2020 - August 2020 [REMOTE]

iOS development using Objective-C. Built an app to support small businesses' growth and networking in a hyper-local market. Made use of document-oriented DBs and built an API for the project.

EDUCATION

Tecnológico de Monterrey, Mexico City — Computer Science

August 2018 - December 2022

Bachelor of Engineering · GPA: 98/100 · Former president of the Computer Science Student Council (SATI)

PROJECTS

Face recognition system — Tecnológico de Monterrey

Developed a C++ program with GUI, using OpenCV and dlib libraries, that was able to detect and compare faces through a webcam

TECHNICAL KNOWLEDGE

Experienced: React.js, Redux, Javascript, HTML, CSS, React Native, GitHub, Objective-C, C, C++, Express.js, MongoDB, SQL, Firebase

Familiar: Python, Java, GCP, AWS, Clojure, R, Unity

SKILLS

Web development, iOS development, Frontend development, Mobile development, SCRUM, Programming, Data structures, Design, Design patterns, Project management, UI, UX, Fast-paced learning

AWARDS

Winner: 11° Global Strategy and Innovation Forum – UBER Case Challenge

Developed winning idea to an innovation challenge presented by UBER to solve a problem within their company.

Tecnológico de Monterrey Academic Excellence Awards

Obtained a GPA higher than 95 (out of a 100 scale) on a semester's total grade. Awarded multiple times.

LANGUAGES

Spanish (Native)

English (C1, CAE Certificate)