



ANDRES PRIETO

Fullstack Developer

CONTACT

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- Pereira, Colombia (GMT-5)

EDUCATION

MsC in Artificial Intelligence
Universidad Tecnológica de Pereira (UTP)

2023 - Now

Software engineer
Universidad Tecnológica de Pereira (UTP)

2018 - 2023

Certificate of academic knowledge in English

Centro Colombo Americano

2015 - 2020

Courses & certifications
UC Davis, Platzi, Coursera, UTP

2017 - Now

SKILLS

- OS (GNU/Linux)
- Analytical skills
- Agile methodologies
- Team management
- Leadership

WORK EXPERIENCE

FREELANCE

2022 - Now

I have worked for companies and engineers to achieve variety of solutions, also workshops to teach about some technologies

ENGINEERING ADVISOR / SOFTWARE DEVELOPER

Achievements/Tasks

- Design actions plans to tackle development issues.
- Search critical issues and fills blanks using a set of exercises and master classes for some engineers.
- Design and develop software packages under electron for Ubuntu Desktop v20
- Design, develop and maintain a web platform (Wiki-like) for writting entries
- Design a geolocalitation system using open-source technologies, zero-cost

SOFTWARE IMPLEMENTER

2016 - 2017

Achievements/Tasks

- Take functional and non-functional requirements from different inputs..
- Design, implement and document the product.
- To have meetings with stakeholders to achieve the best possible product

DELPHI ANALYTICS

2021 - 2022

Start-up focus on building AI solutions trough web technologies, mostly intranets

DEVELOPMENT ENGINEER

Achievements/Tasks

- Generate an entire component able to manage speech to text using web APIs (No associated fee).
- Automatize generation of development environment.
- Plan, design and implement the architecture for REST/SPA type applications in the company's Linux environments.
- Leader TI area on different aspects.
- Reduce the requirement of funds through open source technologies.

PULSATRIX

2021 - 2021

Start-up, focus on politics trying to use blockchain technologies over JavaScript in GNU/Linux environments

BACKEND DEVELOPER

Achievements/Tasks

- Create a bash script to automatize server site environment generation.
- Test blockchain deployment over some environments (Testing stage).
- Deliver some test over cloud services (Load test).

WOLFDEV SAS.

2018 - 2019

Start-up, working on video games, web pages, etc

JUNIOR SOFTWARE ENGINEER

Achievements/Tasks

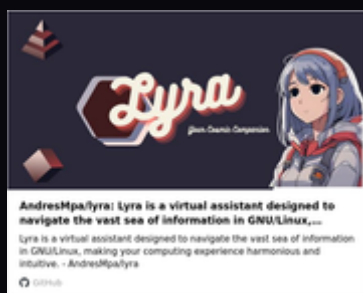
- Resolving programming challenges through C/C++.
- Research marketing strategies for game market launches.
- Create a video game using scheme (A Mario Bros clone).

ABOUT ME

DESCRIPTION

I am a hard worker who puts all he has on what he does, I have been studying about tech since I was child so I learned a good variety of skill as a professional such as project management, leadership, software architecture, Operative Systems (OS) or Artificial Intelligence (AI). I consider myself a team player who is always figuring out how to achieve goals and metrics

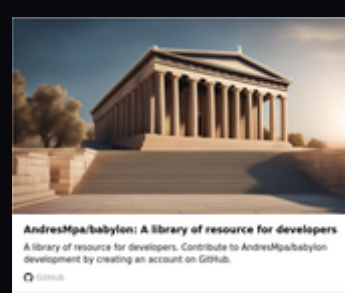
HALL OF FAME - BEST PROJECTS



lyra



MuVim

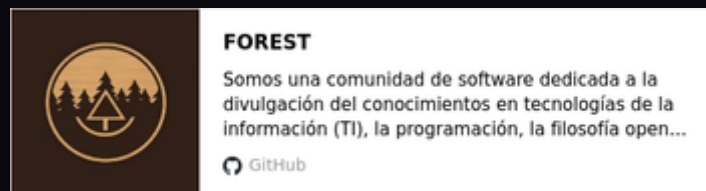


babylon

ORGANIZATIONS



Ubuntu Colombia / Canonical



FOREST

FAVORITE TECHNOLOGIES



REFERENCES

Cristhian A. Grajales
Game Developer

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Frederick Castañeda
AI/ML Developer

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