

EXPERIENCE

- **Aukko** Santiago, Chile (Remote)
Full-time Software Developer May 2024 –
- **University of the Bío-Bío** Concepción, Chile
Part-time Software Engineering teacher for Bachelors in Computing and Informatics. April 2024 –
- **University of the Bío-Bío** Concepción, Chile
Teacher Assistant in Software Engineering for Bachelors in Computing and Informatics. August 2023 – Jan. 2024
- **Chilean Informatics Olympiad (OCI)** Concepción, Chile
Competitive programming teacher, C/C++. April 2022 – July 2023

VOLUNTEERING

- **GitHub Inc.** California, United States (Remote)
GitHub Campus Expert 2023 –
 - Lead a software development community at my campus, focusing on spreading open source.
 - Organise events to promote collaborative development open to all majors at my university.
 - Create inclusive and safe spaces for students to share programming resources and technology.
- **Re-Volt: OpenGL** (<https://rvgl.org>) Jan. 2022 —
Software Developer, Core Maintainer Team Member
 - **C/C++**: Implement synchronisation fixes to the multiplayer aspect of the game, while also fixing general issues reported by its players.
 - **GitHub/GitLab**: Work with a remote team of developers from all over the world to continuously release new game updates, as well as version control to maintain the game's codebase and workflows.
 - **mdBook**: Write documentation for new game patches.
 - Interact with the game's community of over 5000 players to resolve bugs and add new features to the game.
- **Re-Volt America** (<https://rva.lat>) May 2021 —
Lead Software Developer
 - **Ruby on Rails**: Design and develop a community website which serves thousands of visitors every month.
 - **Capistrano**: Implement deployment workflows with Capistrano and GitHub Actions to bring Re-Volt America's web application to production.
 - **MongoDB**: Design, implement and deploy database models and relations.
 - **Redis**: Reduce load times in heavy services and views using Redis Caching.
 - **Sentry**: Set up Sentry to handle errors and exceptions thrown by the application in production.
 - **Rake**: Design and maintain several deployment workflows using Ruby Make (Rake).
- **Mojang Studios** (<https://mojang.com>) Stockholm, Sweden (Remote)
Official Translator and Proofreader for Minecraft, the popular videogame 2017 —
 - Translate Minecraft, the popular videogame, into several languages like Spanish and English UK & AU.
 - Proofread official translations for Minecraft and its launcher, which then ship to billions of users.

EDUCATION

- **University of the Bío-Bío** Concepción, Chile
Bachelor in Computing and Informatics Mar. 2020 – Jan. 2024

SPEAKING

- **Contributing to Open Source, a practical guide** ◇ Santiago, Chile
I was invited by GitHub to give a talk on how to contribute to open-source projects at DUOC UC. 04/2024
- **Git/GitHub Workshop** ◇ Concepción, Chile
Presented Git and GitHub's fundamentals, along with practical exercises for all attendees. 08/2023
- **Ruby on Rails Workshop** ◇ Concepción, Chile
Introduced Ruby on Rails for full-stack web development. 09/2023

CERTIFICATIONS

- **GitHub Foundations:** https://www.credly.com/badges/7cc1c714-3511-4d48-8281-8e23089fad25/public_url

PROGRAMMING SKILLS

- **Languages:** C/C++, Java, Ruby, Python, PHP, Haml, Sass, TeX
- **Frameworks:** Ruby on Rails, Liquid, wxPython, Yii
- **Cloud:** DigitalOcean, Azure
- **Technologies and Tools:** Capistrano, Rake, MongoDB, Redis, Maven, Gradle, Guice, PyInstaller, Docker, Git, GitHub Actions, vsftpd

LANGUAGES

- **Spanish** (Native)
- **English** (C2)
- **Italian** (B2)