

CAMILO JOSÉ SINNING LOPÉZ

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PROFILE

I am a dedicated Systems Engineering student with an interest in Machine Learning and experience in web and mobile development, particularly in Front-End technologies. My skill set includes HTML, CSS, JavaScript, Python, and C#, along with an advanced proficiency in the English language. I am known for my organizational, planning, adaptability, and creative skills, which allow me to contribute effectively to diverse projects and achieve positive outcomes.

EDUCATION

Computer Science and Engineering

Politecnico di Milano, Milan, Italy

September 2023 - Present

Relevant coursework: Bayesian Statistics, Machine Learning, Algorithmic Game Theory, Model Identification and Data Analysis.

Computer and systems engineering

Universidad del Norte, Barranquilla

January 2019 - September 2023

GPA: 4.62/5.0

Relevant coursework: Linear algebra, Object-oriented programming, Algorithms and complexity, Data analysis in Engineering 1, Differential equations, Databases, Optimization.

Awards:

- Dean's List First Semester 2022
- Dean's List Second Semester 2021
- Distinguished Student (2019 - 2023)

CERTIFICATIONS

Machine learning Specialization

Coursera

July 2022

Deep learning Specialization

Coursera

June 2022

SKILLS

Web development

JavaScript, TypeScript, HTML5, CSS, React, Tailwind CSS, Express.js

Data analysis

Python, Scikit-learn, Pandas, NumPy, Matplotlib

Mobile development

React Native

Desktop development

Java, C#

Databases

MySQL, SQL Server, MongoDB

Software & Tools

Git, MATLAB, L^AT_EX, Google Colab, Docker, Figma

Other skills

Self-education, Decision-making, Stress management, Adaptability, Discipline

VOLUNTEER EXPERIENCE

Teaching assistant, Optimization (Undergraduate Course)

August 2022 - November 2022

Universidad del Norte

- Solved specific questions to students that reinforced their knowledge.
- Reviewed class topics to strengthen their understanding.

PUBLICATIONS

Eyeland: a visually-impaired accessible English learning application using a Design-Based Research framework

Published by: IEEE on August 15, 2024

This paper outlines a Design-Based Research (DBR) framework for creating an accessible English as a Foreign Language (EFL) app for visually impaired users. The app, Eyeland, improves English learning for high school students in Colombia. Results showed score increases for both visually impaired and sighted students. The study emphasizes inclusive education and suggests further research on serious games in language teaching.

PROJECTS

Strengthening mutual aid in industrial companies through a knowledge and risk reduction information management system impacting communities in the Caribbean Region

January 2023 - April 2023

Created georeferenced features using Angular and the Google Maps API for an information management system designed to improve mutual aid in industrial companies.

Payment Gateway - EDUPAY

August 2022 - November 2022

I developed a website providing an online payment service for a higher education institution, focusing on site architecture and high availability. I used React.js for the front end and Express.js for the back end.

School dropout model by municipality

February 2022 - June 2022

Using the database MEN ESTADÍSTICAS EN EDUCACIÓN EN PREESCOLAR, BÁSICA Y MEDIA POR MUNICIPIO provided by Datos abiertos, built a predictive model to determine school dropout rates by municipality in Colombia.

DORO APP

February 2022 - June 2022

I developed an instant messaging application with integrated Pomodoro study technique. Responsible for user interface design, user experience, and technical development using Flutter.

LANGUAGES

Spanish: Native

English: Advanced

Italian: Intermediate

REFERENCES

Miguel Angel Jimeno Paba

Eng., M.Sc., Ph.D.

Associated teacher at Universidad del Norte

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