Cristian Brazales

Software Developer – Canada

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EDUCATION

Georgia Institute of Technology	**Georgia, Atlanta (Remote, Part-time)**
Georgia Tech Master of Science in Computer Science	*Jan 2023 - Today*
University of British Columbia	**Vancouver, BC**
Bachelor of Applied Science – Computer Engineering	*Sep 2016 - May 2020*

KEY SKILLS

App and Web Development	React, React Native, Android Studio, Tailwind, Angular
Back End	Node Js, .Net, MongoDB, MySQL, Deployment (AWS, Azure)
Programming Languages	C, C++, Java, JavaScript, Typescript, Python
Additional Tech Stack	Contentful (CMS), Algolia (Search Eng), Keycloak (Auth)
Soft Skills	Communication, Problem solving, Adaptability, Teamwork

EXPERIENCE

KrugerCorp — **Remote**
Software Developer — *Sep 2022 - Today*

- Develop the front end of a complete retail service platform that now provides services in multiple countries, with multiple market requirements .
- Work closely with developers, UX designers, and systems analysts to develop optimal solutions to business requirements.
- Work in an agile methodology.
- Manage a small team of developers and deployment of production and QA environments.

Rogers Communications — **Toronto, Canada**
Software Developer — *May 2021 - Sep 2022*

- Maintain and update production websites (TSC, SportsNet).
- Development of multiple projects and internal tools for the company and reducing old technical debt.
- Develop features and fixes for different environments.
- Work in an agile methodology.

WebCreek — **Quito, Ecuador**
Software Engineer I (Contractor) — *Sep 2020 - Apr 2021*

- Support on the development and testing processes.
- Maintain and update production systems in multiple industries (Gas and oil, Education, Product supervision, and testing) and in-house tools for managing employee yearly reviews.
- Improve the performance of queries to DB by 90 percent, on development and production environment.

Rogers Communications — **Toronto, Canada**
Technology Co-op — *Jun 2020 - Aug 2020*

- Assist with the planning and delivery process of large-scale projects related to mobile systems.
- Work on coordinating multiple departments, teams, and vendors.
- Support the development of user stories, and scope assessment for new projects.

University of British Columbia   **Vancouver, Canada**
Teacher Assistant in Introduction to Computation in Engineering Design   *Aug 2018 - Apr 2020*
- Introductory C programming course for engineering students covering software design principles with a focus on engineering problem-solving.
- Supporting students to learn C by answering in-class questions on topics such as functions, loops, and file I/O.
- Supervising students in programming labs, marking midterms and final exams.

PROJECTS

Proof of concepts and personal projects (Numpy, Pandas)   *2021 - Today*
- Automatic Trading.- Developed and trained a Reinforced Learning model that creates buy/sell orders based on multiple market indicators. This model beats the stock performance by 10-60 percent.
- ML learners.- Developed and analyzed different ML models such as Linear Regression, Decision Trees, Random Trees and Bag Learners.
- Portfolio optimization.- Optimized a stock portfolio's performance using metric analysis and allocation modification. This portfolio beats the market reference (SPY) by 20 - 30 percent.
- Spanning Tree Protocol.- Develop a spanning Tree distributed algorithm to prevent packet forwarding loops at the switch level of a network topology.
- UI Redesign for Craiglist and Spotify.- Analyzed the user needs from surveys, product reviews, user observation, and participation. Then, I created a UI redesign using Figma. Finally, evaluate this redesign and plan further steps.

University Capstone Project (SQL/My SQL, Node JS, React, AWS)   *Sep 2019 – Apr 2020*
- Group project.- A fully functional web application for visualizing Trademark-related data, generating PDF reports, and business analysis tools using the application.
- Individual responsibilities.- Performed the data migration between SQL and My SQL, analyzed and improved the queries' performance, programmed the reporting server, and assisted with the full stack development of the application.

Live Rock Star (Node Js, React, JavaScript)   *Oct 2019*
- Group project.- A video game designed to use the advantages of 5G Technology. The game streams video frames to the server, where a machine learning algorithm responds with the person's head position and game status.
- Individual responsibilities.- Programmed the server side, integrated a machine learning algorithm into the back end, and assisted in developing the web application and API.

Age Restricted Vending Machine (C++, Android Studio)   *Jan 2019 – Mar 2019*
- Group project.- A prototype of a real vending machine remotely secured by the Android app. The vending machine scans the id and compares it to a cloud DB. The app requires facial recognition, digital print, an expiring confirmation code to access products, and suggestions based on previous purchases.
- Individual responsibilities.- Programmed the user interface of the vending machine, and helped to develop the mobile app, user interface, data statistics graphs, and API.

AWARDS AND ACHIEVEMENTS

Winners of Rogers 5G Edge Challenge   **Vancouver, Canada**
Rogers 5G Edge Challenge Hackathon   *Oct 2019*
- Our team was awarded first place at the Rogers 5G Edge Challenge with the project Live RockStar.

Languages

- Spanish (Native), English (Fluent)