José Cristóbal Arroyo

Software Engineer
Student

Contact

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E-Mail
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Skills

Fast Learner

Excellent

Teamwork Skills

Excellent

Web development projects

Very Good

Python

Excellent

Java

Very Good

Individual and Group instruction

Excellent

Algorithm implementation

Excellent

Forward-thinking Software Engineer with background working productively in dynamic environments. Fluent in Python and Java programming languages used to develop software within Robobol robotics team. Proud team player focused on achieving project objectives with speed and accuracy.

Work History

2020-01 – Current **Software Engineer**

Robocol Uniandes, Bogotá D.C.

- Developed computer visión Algorithms for a ROV remotely.
- Lead an Artificial Vision team in Robocol since 2021.
- Distributed AI, Deep learning and image processing solutions.

2020-01 – Current **University Teaching Assistant**

Universidad de los Andes, Bogotá D.C.

- Assited teachers with classroom managment of ISIS1225: Data Structures and Algorithms class.
- Works and Project revisions in a 35 student classroom.

Education

2020-01 – Current **Undergraduate Software Engineer: Software Development**

Universidad de los Andes – Bogotá D.C., Colombia

- Member of Robocol Uniandes
- Elected Captain of Artificial Vision Team

2018-06 – 2020-06 **Unity Game Developer: 3D Game Development**

Naska Digital – Bogotá D.C., Colombia

Accomplishments

- Manage a team of 5 developers, ensuring that each of them learn the necessary aptitudes to keep up the Robocol's standings at international competitions.
- Second place in Pre-Xtreme Colombia 2020
- Third place and best planetary map award in ERC 2020