Oscar Daniel Olarte Fuentes

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EDUCATION

Universidad Nacional de Colombia – Bogotá campus
Bachelor of Science in Computer Systems Engineering
Graduation Date: September, 2014
Cumulative GPA: 83/100

The University of Oklahoma, Norman, OK
Exchange Student for One Semester in Computer Science degree
Duration of Exchange Program: August, 2012 – January, 2013
Cumulative GPA: 88/100

WORK EXPERIENCE

3/2015 – Present   VOIQ, San Francisco, California
Full Stack Software Engineer
Develop the VOIQ platform from the backend and frontend using PHP, Laravel, Javascript, JQuery, MySQL, and Bootstrap. Also, working in the system migrations and managing the infrastructure. And helping in taking decisions in terms of product and future improvements of the whole platform.

2/2014 – 3/2015   BigData Solutions, Bogotá
Software Developer and Test Engineer
Develop new software products based on clients requirements, following every phase from requirements analysis, design, implementation, testing using different technologies such as Android, Java, PHP, Javascript, MySQL, Google App Engine, Glassfish, SOAP. And researching on BigData topics such as social networking.

8/2013 – 2/2014   National Admissions of Universidad Nacional de Colombia, Bogotá campus
Software Developer and Test Engineer
Develop new features and requirements for the main application used for student admissions on the whole country, and constant unit and integration testing. Develop complementary applications for the general use in the university community using technologies like Java, Spring, Struts, Groovy, Javascript.

8/2012 – 3/2013   The University of Oklahoma, Norman, OK
Undergraduate Research Assistant Student
Support a current research on data mining of a PhD student HANQING YANG and his tutor DR. LE GRUENWALD developing a tool which managed information about geographical location from a dataset and applied multiple algorithms over them.

PORTFOLIO

Online portfolio showing the most relevant projects:
www.oscarolarte.com

MAJOR PROJECTS

Fall 2014   BigInvoice:
Web application for massive distribution of bills by email used by Avantel S.A.S. The front-end was developed with HTML5, CSS, jQuery and Ajax. The backend is in Amazon Web Services using RDS as database, EC2 for the servers with PHP5, and SES for sending emails and S3 for bill storage given the huge amount of client.

Fall 2013	TuApp Google Contest – Save an Animal: Developed by a team of three people, it's a project for TuApp Contest with the theme of Smart City for Android. It's an application that gives an easy way to adopt animals of different species based on posts and messaging between users. Responsible for designing the architecture and main components for posts and messaging using Google Cloud Messaging and Google App Engine.
Fall 2012	Spatio Temporal Trajectory Mining with Data Uncertainty Research: Developed by a team of three people, it's a work in collaboration with DR. LE GRUENWALD and PhD student HANQING YANG from the The University of Oklahoma. Responsible for designing a software capable of handling a dataset of geographical locations and implement algorithms which helps define spatio temporal trajectory
Fall 2011	Samurai Reborn: Software Engineering project, development on a 2D side scroller game for PC, implementing functionalities as gameplay, collision system, rendering in C++ and OpenGL, developed by a team of five people. Responsible designing the architecture, for implementing the collision systems, gameplay (movement, situations), and project manager.

TECHNICAL SKILLS

Programming Languages:

C/C++	5 years
Java	5 years
C#	2 years
PHP (Laravel)	2 years
Javascript, jQuery	2 years
Node.js, Express, Socket.io	1 year
HTML5, CSS3, Bootstrap	1 year

Other Technologies:

Git	3 years
Android	2 years
Amazon Web Services	2 years
Unity3D	1 year

RDBMS: MySQL (Intermediate level), Microsoft SQL Server (Basic level), PostgreSQL (Intermediate level), MongoDB (Basic level), Redis (Basic level)
Applications: Visual Studio 2008/2010/2012/2013 (Intermediate level), Eclipse and Netbeans IDE (Advanced level), Android Studio (Intermediate level)

COURSES

Certificate of international seminar of New Trends in Software Maintenance and Evolution
Verified certification of Programming Mobile Applications for Android Handheld Systems by Coursera and University of Maryland. (VL4M29944D)
Verified certification of Pattern-Oriented Software Architectures: Programming Mobile Services for Android Handheld Systems by Coursera and Vanderbilt University. (7T4F7UCA32)