

Oscar Barbosa Aquino

B.S. Computer Science and Technology

Phone Number: +52 222 4614750 E-mail: racso_boston@hotmail.com GitHub: <https://github.com/Darfeikus>

PROGRAMMING LANGUAGES:

4 years: Java, C

2 year: C++, PHP, C#, Python3

TECHNOLOGIES:

HTML, CSS, MYSQL, Angular, MongoDB, PostgreSQL

Unity3D, Docker, Git, Laravel, XCODE, Android Studio

SHORT TERM TARGET: Perform internships in the area of software, web and mobile development.

Areas of interest: Software development, mobile applications development, web development, competitive programming

EDUCATION

- Instituto Tecnológico y de Estudios Superiores de Monterrey, B.S. Computer Science and Technology. (August 2017 – Present Day), GPA: 4.0 **Graduating in December 2021**
- Instituto Tecnológico y de Estudios Superiores de Monterrey, PBB, Honorable Mention, GPA: 4.0

COURSES AND CONGRESSES

- Hackathon 2019 Puebla
- Complete Python Bootcamp (Udemy, 2017)
- Unity Course (Udemy, 2016)
- Introduction to Networks Course (CISCO, 2017, 2018)
- Competitive Programming Course (ITESM, 2017, 2018, 2019)
- Ability Summit 2020 Microsoft

MAJOR PROJECTS

- Toshio Project: Development of a grader (web application) for programming courses as a school platform using Angular, Docker and Laravel, with DDB. (2018 - present)
<https://github.com/Darfeikus/Toshio>
- ORCA Project: Development of an IOS/Android application and a web platform in Angular with an AI algorithm to help a local community manage their inventory and harvests to improve profits. (2019)
- Second Place in Hack Puebla (36-hour, Hackathon) with an intelligent system for self-regulating traffic lights simulated in Unity3D using VR technology. (Ve-Soft) (2019)
<https://github.com/AntonioDiF/HackPuebla>
- Development of a web platform for competitive programming competitions as part of a school project. Later integrated with Toshio Project for a full programming platform (2019 – present)
- Development of an inventory platform with AVL tree integration for local businesses. (2018)
https://github.com/Darfeikus/Tienda_SAIMT
- Organization of the competitive programming course for my university in preparation for ICPC competitions
- Head of programming during the FIRST ROBOTICS COMPETITION HOUSTON World Championship. (2017)
- Participation in the ICPC competitions (2017, 2018, 2019)
- Participation in the internal ITESM programming competitions (2017, 2018, 2019, 2020)

WORK EXPERIENCE

- Work in the area of customer service at the company Teleperformance (Summer, 2018) Puebla, Mexico
- Worked in a start-up (ORCA) in the development of a web/mobile app for a local community (2019)