José Antonio Camarena

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EDUCATION

INSTITUTO TECNOLÓGICO Y DE ESTUDIOS SUPERIORES DE OCCIDENTE

Bachelor in Computer Systems Engineering
Graduated Dec 2017 | GDL, Mexico
GPA: 9.4/10

SKILLS

PROGRAMMING

C • 4 years
Git • 4 years
CMake • 1 year
C# • 1.5 years
Ruby • 1 year
Rails • 3 year
Java • 1 year
Javascript • 2 years
Typescript • 1 year
React • 1 year
Docker • 6 months
Linux • 2 years
PostgreSQL • 1 year

LANGUAGES

Spanish • Native
English • C1 FCE A

INTERESTS

Golf • int.max handicap
Chess • 1700 ELO (Online Rapid)

PROFESSIONAL EXPERIENCE

ITESO UNIVERSITY | Computer Science Professor

Aug 2020 - Current

Using C |C99/C11| - "Structured programming" for freshman-level students as an introduction to computer science and algorithm design, "Data structures" for sophomore-level students approaching fundamental ADTs such as lists, queues, stacks, BSTs. Responsible for course design, lectures, and student evaluation.

ACYSA | Business Analyst and Administrator

May 2019 - current

Non-technical role. Responsible for general administration of various real estate properties, contract generation, review and execution. Attending basic fiscal and legal matters associated with US investment accounts, and general administrative work.

SCAVAN | Founder and Product Owner

Aug 2016 - Feb 2019

Responsible of leading a team of two engineers to develop a real estate marketplace webpage that provided comparisons between properties. In charge of requirement analysis, UX/UI contractor supervisor, QA and testing | Tech: Typescript • React • Docker • Postgres • AWS S3 and SES • Kubernetes

AERIAL BACKUP INC | Software Engineer (internship)

Jan 2016 – Jun 2017

Responsible for designing a programming course aimed at high school students using C# and implementing it in the edx platform. With a focus on drone programming.

INBRIGHT | UAV Autopilot Engineer (internship)

May 2015 - Aug 2015

Responsible of designing and implementing a UAV Autopilot system. Guaranteeing the integrity of the drone and successfully completing mission objectives. Implemented using C# (as a wrapper over Ardupilot) and Mono (Running on a RaspPI). Using the PixHawk from 3DRobotics.

AWARDS AND ACKNOWLEDGMENTS

| 2015 | 18th/158 | ACM Programming Contest. México and Centroamérica Region. |
| 2015 | Chairman | Member of ITESO Computer Systems Engineer Council. |