

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 years

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 2017 - 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

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. The course included embedded systems fundamentals, hardware configuration, and on-field deployment.

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.