



Tomás IGLESIAS

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[github](#) | [linkedin](#) | [website](#)

ABOUT

Backend developer. Computer Science student at University of Buenos Aires (UBA) with experience in group projects and knowledge in different programming languages and different software design and development principles.

EDUCATION

UNIVERSITY OF BUENOS AIRES

2018-present

COMPUTER SCIENCE DEGREE

EDUCACIÓN IT

2018-2019

COURSES

- Introduction to programming
- Introduction to objects paradigm
- Java Standard Programming

UDEMY

2022-2023

COURSES

- Master in Python: Django, MySQL, Flask, Tkinter, HTML, CSS
- SQL: Creation of Databases

WORK EXPERIENCE

AGENCIA I+D+I

Mar 2022 - Jun 2022

INFORMATICS SYSTEMS UNITY (USI) MEMBER AT SCIENCE AND TECHNOLOGY MINISTRY AGENCY

ST GROUP

Feb 2021 - Mar 2022

IT SUPPORT AT TRANSPORT COMPANY

PROJECTS

CANDY BALLOON

WEBSITE FOR EVENTS DECORATION COMPANY

- Used stack: Django, SQLite, Bootstrap

ALGO STAR

GAME. GROUP PROJECT FOR ALGORITHMS AND PROGRAMMING III SUBJECT

- Used stack: Java, Github, TDD, JUnit, SOLID principles, Design patterns, OOP

3D Tic Tac Toe

GAME. GROUP PROJECT FOR ALGORITHMS AND PROGRAMMING II SUBJECT

- Used stack: C++, GitHub, Data structures, OOP

DRIVE HUB

EXAMS ORGANIZATION SYSTEM. GROUP PROJECT FOR ALGORITHMS AND PROGRAMMING I SUBJECT

- Used stack: Python, GitHub, Google Drive and Gmail APIs

SKILLS

PROGRAMMING LANGUAGES	Python Java Smalltalk C++
FRAMEWORKS AND LIBRARIES	Django JUnit SUnit
DATABASES	SQL SQLite MySQL
SOFTWARE DESIGN AND DEVELOPMENT	UML OOP TDD Unit Testing Data structures Algorithm complexity SOLID principles Design patterns

EXTRA KNOWLEDGES

- Intermediate English (B2 level) and native Spanish
- Linux, Ubuntu, Overleaf, LaTeX, Slack, Discord
- Agile methodologies, Scrum, Git and Github