


JACKSON MERMA

System Engineer

CONTACT

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 [JackMerma](#)

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EDUCATION

University

2020 - Present

National University of San Agustin

AWARDS & CERTIFICATIONS

- Meta Hacker Cup 2023 - recognition for progressing to Round 1
- Top 50 Argeniss Codeclash - Beecrowd 2022
- 4th place in competitive programming contest - Computer Science UNSA 2022
- 4th place in My first investigation - Catholic University of Santa Maria 2019

SKILLS

- Data structures and algorithms
- Machine Learning, Neural Networks, Data Analysis
- Java, C/C++, Python, C#, JavaScript, Perl, Bash Script
- Git, GitHub, GitLab
- Linux, Google Colaboratory
- Vim/nvim
- Competitive Programming
- English (intermediate level)

PROFILE

I am a passionate programming enthusiast and a dedicated eighth-semester university student. Currently, I am actively seeking opportunities to gain substantial work experience and immerse myself in a dynamic learning environment. Eager to expand my skills and knowledge, I am seeking hands-on experience that allows me to delve into real-world projects and learn from experienced professionals. I am confident that my dedication and thirst for learning will contribute significantly to any work environment.

WORK EXPERIENCE

DJANGO DEVELOPER

Hero Startup

September 2023 - Present

- Junior Python Developer (services implementation)
- Technologies used: Django, Python, Git, Github, SendGrid.

INVESTIGATOR

Research Center, Technology Transfer, and Software Development R&D CiTeSoft - UNSA

June 2022 - June 2023

- Junior C# Developer (Video game development using Unity)
- Junior Python Developer (Data Analysis using Regression)
- Soft Skills Training

UNIVERSITY PROJECTS

System Engineering - UNSA

April 2020 - Present

- Decision Tree and Clustering for Creating an Obesity Predictive Model (2023): Application of AI techniques for classification model creation using a Machine Learning approach in Python.
- Application of Computational Physics for the determination of tensile stress in a subject (2023): Cervical analysis of a person when lifting an object evaluated in Python (Matplotlib).
- Application of Unit testing in the Odoo system within the Employees module (2023): Use of unittest and Selenium in Python to optimize black box testing.
- Stanford Tetris Project (2022): Creation of unit tests with JUnit, design patterns in Java.
- Game of Life (2022): Creation of unit tests with JUnit - Maven.
- Carnegie Mellon University-Data Labs (2022): Problem-solving on bit-level programming in C.
- Carnegie Mellon University-Bomb Lab (2022): Low-level hacking in C.
- Image Processor (2021): Image processing in C++ using data structures and algorithms.
- Chess Django Project (2021): Image processing for rendering chessboard pieces in Python.
- Django Wiki Project (2021): Markdown to HTML language conversion in a wiki (CRUD) using Django, Bootstrap, CSS, JavaScript.