Jonathan David Quespaz Sanchez

jonathanquespaz2007@gmail.com ☑

Get Latest version ☑

See dark theme . See Spanish Version

EXPERIENCE

• WebCreek

Software Engineer I

Quito, Ecuador
Feb 2021 – Feb 2022

- Designed and developed modules in an existing application involving accounting logic. .NET was used for the backend and Angular for the frontend
- Worked on the modification of a web application to support responsiveness which involved SASS and learning about third party libraries. Refactored most of the styles and coordinated efforts to implement new modules maintaining consistency to provide a good user experience

• WebCreek

Software Engineer - Internship

Quito, Ecuador

Aug 2020 - Feb 2021

 Worked in a multicultural team mainly developing reports with the DevExpress Reporting tool, gaining some experience in the .NET framework and Angular, handling the requests and providing a nicely looking interface

• Disanort (Family Business)

Sangolqui, Ecuador

English, Physics and Maths Tutor

2017 - Present

- o Taught and helped students from middle and high school during summers
- o Currently tutoring students when required

EDUCATION

Escuela Politecnica Nacional EPN

Quito, Ecuador

MSc in Software

May 2020 – Present

• The University of Manchester

BEng in Computer Systems Engineering

Manchester, UK 2016 – 2019

- First Class
- Certificate of Higher Education and Academic Transcript

• INTO Manchester

Manchester, UK

IFY - International Foundation Year

2015 - 2016

• Results: Further Maths - A*, Maths - A*, Physics - A*, EAP - A

• Unidad Educativa Santa Ana

Sangolqui, Ecuador

High School Degree in Sciences

2008 - 2014

o Result: 9,76/10

CERTIFICATIONS

• Coursera MOOC

Reviews and Metrics for Software Improvements - ID: P7JVG8XMHUX9

Issued Jul - 2020

Udemy

MOOC

Java Design Patterns & SOLID Design Principles

Issued Jun - 2021

PROJECTS

- **HelpMeOut:** Web app aimed to students. Managed the backend with PHP and databases with MySQL and phpmyadmin.
- **Stendhal:** Developed, tested and deployed a feature in an open source MORPG.
- ParcOS: Implemented a simple OS for a Raspberry Pi

Programming Languages Experience

- **C:** Mainly used for the implementation of well-known algorithms and optimization techniques. Heuristics, dynamic programming, Dijkstra, are a few examples
- Assembly ARM: Developed a primitive OS and used it for the implementation of microcontroller's routines
- Java: Used for multi-threading performance analysis, simple GUI development, Android applications, distributed systems simulations, Spring Framework web apps development
- Matlab: Implemented machine learning algorithms such as linear regression, knn, k-means and Naive Bayes
- PHP: Backend management of a web page, fairly simple and straight forward implementation
- **SQL**: Analysed case studies based on the Relational and Enhanced Relational models, implementing them in an Oracle server
- **Verilog:** HDL used to build a wide range of units ranging from traffic light controllers to more complex systems such as a video display unit
- **Python:** Analysed signals in the frequency domain, encoded and decoded multimedia files using different approaches, worked on error detection and correction aimed to mobile systems
- **JavaScript:** Experience acquired in order to use the Google Maps API and Geo-location services in order to facilitate the use of the Spring Framework in web apps
- C#: Backend handling of requests in a web application. Mostly worked on DB updates, filter data optimally before processing to pass it to the frontend, and report generation using DevExpress

Additional Info

- Languages: Spanish Native speaker, English C2 Cambridge Certificate ☑
- Qualifications: Driver's license, Open water diver 1806AT8758