



# Juan Martín Gómez de Agüero

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## EDUCATION



**University of Toronto, Trinity College** Sep 2020 - Dec 2024

Honors Bachelor of Science, Computer Science Specialist

Relevant courses: CSC373 Algorithm Design, Analysis & Complexity, CSC369 Operating Systems, CSC343 Databases, CSC309 Programming on the Web, CSC457 Computer Networks



**International School of Brussels** 2017-2020

International Baccalaureate



**Lycée Français de Madrid** 2010-2017

Diplôme National du Brevet

**LANGUAGES** English (Fluent), French (Fluent), Spanish (Native)

## EXPERIENCE



**Research Assistant at Medical Operations Research Lab (UofT)** Jan 2024 - Present

Full-stack web application for simulation and analysis of disease spread in communities.

Leader of a team of 6 students, working with partners from morLAB.

[\[Demo link\]](#) • 30+ users • [morlab.mie.utoronto.ca](https://morlab.mie.utoronto.ca) • *React JS, Django, MySQL, AWS Batch, Docker*



**IT Systems Manager at Farmacia Gómez de Agüero (Madrid)** Summers of 2023 and 2022

Maintained the IT infrastructure running my family's local pharmacy and created the website.

100+ sales • [ortopediaonline.es](https://ortopediaonline.es) • *Node JS, Wix*

## CERTIFICATES



**Google Professional Machine Learning Engineer** [\[link\]](#) Sep 30

*Vertex AI, BigQuery, MLOps, TensorFlow*

**AWS Certified Cloud Practitioner** [\[link\]](#) Sep 30

*APIs, Compute, Cost Management, Databases, Security, Storage*

## PERSONAL PROJECTS



**Flow**

Machine Learning library written in C++. Inspired by using PyTorch with Python.

Supports tensor operations (sum, reshape, matmul etc.) and backpropagation.

98.2% accuracy after 21 min training, classifying handwritten digits using a convolutional NN.

[\[GitHub link\]](#) • *C++, CUDA*



**New Dawn**

Exploration, survival and construction game in a procedurally generated world.

[\[Steam link\]](#) • [\[Demo video\]](#) • 500+ wishlists • *Unreal Engine 5, C++, AWS GameLift*