Juan Martín Gómez de Agüero

juan.martin@mail.utoronto.ca github.com/JuanDeAguero linkedin.com/in/juandeaguero
180 St. George Street, ON M5R 2N3, Toronto Canada +1 (437) 484-4437 / +34 646306288

ABOUT ME

As a dedicated and versatile Computer Science student at the University of Toronto, I bring a proven track record in diverse programming languages and mathematical skills. I am passionate about software development and working with a full-stack framework to build modern, fast and secure applications. Being fluent in Spanish, English, and French, I offer a global perspective and a flexible capacity to adapt to new environments and challenges.

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

Software Engineer Lab Assistant, Medical Operations Research Lab (UofT) Jan 2024 - Present
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 • *React JS*, *Django*, *MySQL*, *AWS Batch*

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 • *Node JS*, *Wix*

PERSONAL PROJECTS

Flow
Machine Learning library written in C++. Inspired by using PyTorch with Python.
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.
500+ wishlists • *Unreal Engine 5*, *C++*, *AWS GameLift*
[Steam link] • [GitHub link]

AS OF: Jul 2024