



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

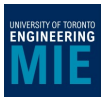


Lycée Français de Madrid 2010-2017

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*

[\[Steam link\]](#) • [\[GitHub link\]](#)