Manuel Rojas Astudillo

+569 7956 2323 | rojasastudillo.ma@gmail.com | linkedin.com/in/manuel-rojas-ast | github.com/ManuelRojas96

ABOUT ME

Organized, eager and polymath software engineer with solid mathematical and programming foundations. Excited to surround myself with ambitious and diverse people, understand their motivations, and communicate with them while heading for similar goals. Devoted and committed, looking for opportunities to explore new technologies and projects that can help make the world a more entertaining place.

EDUCATION

Universidad de Chile   Santiago, Chile
Bachelor in Computer Science, Computer Science Engineering   *March 2017 – December 2023*

EXPERIENCE

Banco Santander   Santiago, Chile
Integration Team Intern | SpringBoot   *January 2020 – February 2020*
- Support at documentation tasks and meetings
- Small micro services development through bank internal API

Nursoft   Santiago, Chile
Software Engineer Intern | React, React Native, Ruby, NodeJS   *January 2022 – March 2022*
- Development of new functionalities, debugging and bug fixes
- Participation in planning and documentation of new milestones and versions

Lazarillo   Santiago, Chile
Thesis project and mobile developer intern   *October 2022 – July 2023*
- Final bachelor and engineering project.
- Lazarillo's own iOS mobile application bug fixing and development alongside thesis work

Front-end software engineer | AngularJS, Flutter, Swift, NodeJS,   *August 2023 – Present*
- iOS native mobile developer, developing functionalities and bug fixes and including QA, testing and launch tasks
- Web maps applications developer, using Angular as framework and MapLibre as the main library for map features
- Lead Flutter developer. Responsible for debugging, upgrading, and releasing the application
- Team manager of front-end micro team, overseeing priorities, deadlines and status of progress for each supervised partner

PROJECTS

Thesis project | *Swift, Firebase, Leaflet*   March 2023 – July 2023
- "Vector maps generation from scanner indoor spaces with Lidar technology in Apple devices"
- Developed a mobile application for iOS systems to scan indoor spaces and generate blueprints
- Implemented Apple's RoomPlan API to generate 3D room models
- Parsed data to GeoJSON format
- Established connection to Google's Firebase (for login and storage services) and Lazarillo's Server (for publishing of results to dedicated internal map editor project)

TECHNICAL SKILLS

Languages: TypeScript, HTML/CSS, Swift, Dart, Relational Databases (SQL), Python, Go
Frameworks: Angular, Sass, Flutter, React
Developer Tools: Git, GitHub Actions, Google Firebase, VS Code, XCode, TravisCI
Libraries: Sass, RxJS, RxSwift, MapLibre, Leaflet

SOFT SKILLS

Receptiveness, precise communication, public speaking confidence, versatility and emotional intelligence

OTHER EXPERIENCES AND SIDE PROJECTS

University exchange program   March 2022 – August 2022
- Semester abroad as an exchange student in the Waseda University, Tokyo, Japan

GameDev | Godot
- Snake 2D clone
- Flappy bird clone

Flutter side projects | Flutter, SQLite
- "Birthday Tracker": mobile app that allows user to keep track of friends and relatives birthday dates. For skills practicing mainly. Uses a locally stored database, push notifications and unit testing