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Olivos Buenos Aires 1636

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Employment

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| Full Stack Developer, Freelance | NDA - Nutrición en Acción | January 2024 – Present |
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NDA App

- Developed various features for both nutritionists and patients.
- Upgraded part of the infrastructure by replacing outdated technologies with industry-standard solutions.
- Implemented a multi-tenant business model by reusing existing code within the app.

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| Junior Teaching Assistant | Facultad de Ingeniería, | August 2022 – Present |
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Universidad de Buenos Aires

Data Science

- Designed and graded various projects focused on data analytics, data manipulation, and machine learning.
- Prepared and delivered lectures to classes of over 100 students.

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| Junior Teaching Assistant | Facultad de Ingeniería, | February 2024 – Present |
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Universidad de Buenos Aires

Database Systems

- Designed and graded exams covering topics such as SQL, NoSQL, concurrency in databases, distributed databases, entity-relationship diagrams, relational algebra, and more.
- Prepared and delivered lectures to classes of over 100 students.

Education

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|---------------------------|--------------------------------|----------------------------------|
| CABA, Buenos Aires | Facultad de Ingeniería, | July 2018 – February 2025 |
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Universidad de Buenos Aires

Software Engineering

- Software architecture, concurrent programming, and distributed systems.
- Operating systems, databases, and data structures.
- Data science, data analytics, and data engineering.
- Algorithms, computer architecture, and software engineering principles.
- Programming methodologies and best practices.
- Physics, mathematics, and statistics.

Technical Experience

Projects

- **Ahorratón** (2024). A PWA designed to help users save money by comparing prices at different supermarkets. Technologies used: Python, React, MUI, SQL, and Docker.
- **Twitter-like Social App** (2023). A microservices-based social networking application enabling users to post "tweets," upload images, follow other users, and more. Technologies used: Python, Go, JavaScript, React, SQL, NoSQL, Docker, and Kubernetes.
- **Left 4 Dead 2D Clone** (2023). An online multiplayer co-op game supporting multiple simultaneous sessions, built with a client-server architecture. Implemented in C++.

Languages and Technologies

- **Proficient in:**
Python; SQL; React; Docker; Git; UNIX; NoSQL; Pandas; Spark
- **Competent in:**
Go (Golang); C++; JavaScript; Vue
- **Familiar with and eager to learn:**
Rust; C; Ruby; Angular; Flutter; Swift; AWS; Azure; GCP