Ernesto Casco

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EDUCATION

Tecnologico de Monterrey — Toluca, State of Mexico
Bachelor in Computer Science — *Aug. 2018 – Expected Dec 2022*

EXPERIENCE

Solutions Engineer Intern — January 2022 – Present
Facebook — *Mexico City, MX*
- Developed a logging system using Hack to store valuable data from the NFT-claiming funnel impacting 10+ millions of people on Facebook and Instagram
- Worked with 5+ Facebook advertisers to reach their business objectives. Impacted on more than 1 million dollars worth in revenue for Meta
- Contributed to the Meta's codebase by implementing a dynamic ad-delivery system that works for catalog products with video

Software Development Engineer Intern — June 2021 – August 2021
Amazon — *Mexico City, MX*
- Developed backend system with Python and AWS to filter 100,000+ Amazon products by drugs that needed prescription in order to comply with federal regulations
- Delivered analysis on why complying with federal drug regulations could save Amazon 10,000+ USD in fees

Full-Stack Engineer — June 2020 – October 2021
Ideen — *Mexico City, MX*
- Created the *Kuida.io* app and webpage that helps women track their menstrual cycle, find near doctors and get healthy diets
- Developed API with NodeJS to process payments via the Stripe API
- Contribute with frontend screens for the *Kuida.io* webpage and mobile app
- Learned and used the Git version-control system

PROJECTS

C-Minus Compiler | *Python, C, Git* — January 2022 – May 2022
- Developed a C-Minus compiler from bottom to top using Python and the Regex library
- Published the compiler within the Git network, helping 10+ students from different schools around the country

FRC Scouting System | *Python, PHP, MySQL, Git, JavaScript* — January 2019 – May 2019
- Developed an app that helped students track events in real time for the 2019 Robotics Competition
- Created a big data model with Python using the libraries *PyTorch, Pandas and TensorFlow* to analyze 5,000+ data entries in real time and deliver statistics such as mean, standard deviation and projections for future competitions

FRC Driving Simulator | *Unity 3D, C#, Autodesk Maya* — January 2018 – April 2018
- Developed a driving simulator for the FRC 2019 and 2018 competitions to help drive team practice on a virtual environment
- Modelled more than 20 3D objects on Maya to import them with unity
- Shared simulator with 5+ teams across the globe to help them practice robot-driving skills

TECHNICAL SKILLS

Languages: Python, C, C++, Hack, PHP, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js, Flask, JUnit, Flutter, VueJS
Developer Tools: Git, Docker, Google Cloud Platform, AWS, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib, PyTorch, TensorFlow