

NAZARENO JOSÉ GONELLA

Artificial Intelligence Engineering Student

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ABOUT ME

As an artificial intelligence engineering student, I have training in programming, statistical models, data management, and mathematics. Always willing to learn.

EDUCATION

Universidad de San Andrés

Artificial Intelligence Engineering | March 2023 - Present

Colegio San José de Bell Ville

Baccalaureate in Economics and Administration | 2016-2022

EXPERIENCE

Teaching Assistant in Discrete Mathematics

Universidad de San Andrés | March 2024 – July 2024

- Created educational material for students on mathematical proofs
- Assisted students with questions and clarifications
- Presented lessons in class

PROJECTS

Terrain Generation Using Cellular Automata

C | Raylib

Created a map generator using cellular automata rules to produce terrains with oceans, plains, and mountains, featuring real-time visualization and parameter controls.

JSON Parser

C

Implemented a recursive JSON parser that builds in-memory structures capable of storing all data types in the format (strings, numbers, booleans, objects, arrays and null values). Fully dependency-free.

Graphical Interface for Climbing Competition Simulation

Python | Pygame

Developed an interface displaying participants' positions and progress in real time, tracking metrics and trajectories for each climber.

EXTRACURRICULARS ACTIVITIES

Simposio Científico de IA y Aplicaciones - Project Presentation

July 2023

Game Jam Society - Computer Society ITBA - 2nd Place

Godot | Teamwork | October 2024

LANGUAGES

Cambridge English

First Certificate in English | Grade A (C1 performance) | Overall Score 180

TECHNICAL SKILLS

- Programming Languages: C, C++, Python, JavaScript, HTML, CSS
- Frameworks & Libraries: PyTorch, NumPy, scikit-learn, Matplotlib, pandas, pygame, Raylib, SDL2, Godot, Unity, Flask
- Databases: PostgreSQL, MongoDB
- Tools & Environments: Git, Linux, Bash, Docker, Make, CMake, LaTeX, unit testing, technical writing