

Nicolás Mauricio Montes

Córdoba, Argentina

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OBJECTIVE

I'm a Licentiate in Computer Science from the National University of Córdoba. I'm interested in the development of applications with low-level programming languages. I'm interested in, and open to, learning new languages and understanding more about the ones I've already learned.

EDUCATION

Universidad Nacional de Córdoba, Córdoba, Argentina

2016-2023

- "Licenciatura en Ciencias de la Computación" (5-year Computer Science Degree)
- Thesis project focused in Optimization and Parallelization of a Fortran program

PERSONAL PROJECTS

GitHub: <https://github.com/Nickneim>

Discord Bots - I wrote various Discord bots to emulate TV game shows, for general moderation, and for image editing. They are written in Python using an API wrapper called *discord.py*.

Puzzle games - I've designed and programmed various games in PuzzleScript, a scripting language for Puzzle game development.

Spamaps - I developed a website in JavaScript with Google Maps API for a project by a group of Music students. The website analyzes locations and plays music according to the recognized environment.

ACHIEVEMENTS

Qualified to the national stage in the ACM International Collegiate Programming Contest

2017

First Place at national level in Desafío Dale Aceptar for 'Best Video Game Developed by a Group'

2015

RELEVANT COURSEWORK

Parallel Computing - Parallelism, SIMD, OpenMP, CUDA

Offensive Security - Websec, Pentesting, Cryptography, Forensics

Web Development - React and Django with REST API

Data Structures - Abstract Data Types, Pointers, Linked lists, Binary trees, Applied in C and Haskell

Algorithms - Recursivity, Greedy algorithms, Dynamic Programming, Applied in C and Haskell

Discrete Mathematics - Complexity, Graphs, Applied in C

PROGRAMMING KNOWLEDGE

Proficient in Python, C, C# (for Unity), Fortran, JavaScript

Knowledge of C++, Lua, Java, Kotlin, Ruby, GDScript, Haskell, OCaml

Learning Rust

LANGUAGES

Spanish (native)

English (fluent)