

# 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.

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## 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

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## PERSONAL PROJECTS

Website: <https://nickneim.github.io/portfolio>

**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.

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## 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

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## 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

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## PROGRAMMING KNOWLEDGE

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

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

**Learning** Rust

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## LANGUAGES

**Spanish** (native)

**English** (fluent)