

Pedro Salazar Paredes

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EDUCATION

Universidad de los Andes

Expected graduation: Spring 2022

M.S. in Systems & Computing Engineering

Universidad de los Andes

2015 - 2020

B.S. in Systems & Computing Engineering with minors in Computational Mathematics & Literature

WORK EXPERIENCE

Universidad de los Andes

01/2020 - Present

Graduate research assistant

- Development of an algorithm for automatic segmentation of CT scans using convolutional neural networks.
- Development and maintenance of an autonomous grading tool for python programs using python (Django) and containers (Docker) that is being used in the Intro. to Programming course by 1000+ students. Available at senecode.virtual.uniandes.edu.co.
- Participated in the development of a massive open online course (MOOC) for Python, and integrated automatic grading for programming assignments. Available [here](#).
- Manage a team of 40+ student tutors for 3 different university programming courses.

Universidad de los Andes

08/2016 - 12/2019

Teaching assistant

- Algorithms and Object Oriented Programming with honors [Java] (2016-2 - 2018-2).
- Introduction to Programming [Python] (01/2019 - 12/2019).

Universidad de los Andes

08/2019 - 12/2019

Research assistant - Introduction to Programming [Python]

- Worked in a team with four TAs and two teachers in designing and implementing class material.

EXTRA-CURRICULAR ACTIVITIES, PUBLICATIONS, AND PROJECTS

Covid News NLP Project

Used word2vec, NLTK, BERT, scikit-learn, and other NLP related technologies to analyze COVID-19 related discourse in 1'500,000 news articles in 3 languages. Including detection of 'fake news' and main topics.

International Collegiate Programming Contests (ICPC)

Placed twice in the top 10 (5th and 7th) of the ACM-ICPC South America North Finals.

Conference on Innovation and Technology in Computer Science Education (ITICSE 2020)

Mario Sánchez and Pedro Salazar. 2020. A feedback-oriented platform for deliberate programming practice. In *Proceedings of the 2020 ACM Conference on Innovation and Technology in Computer Science Education (ITiCSE '20)*. Association for Computing Machinery, New York, NY, USA, 531–532.

SKILLS

Programming Languages

Python, Haskell, Java, Scheme, and a firm understanding of the main programming paradigms (functional, declarative, logic).

Languages

Fluent in English and Spanish, intermediate skills in French, and beginner skills in German and Portuguese.