JUAN PABLO SÁNCHEZ ROJO

COMPUTER ENGINEER STUDENT

KEYWORDS SUMMARY

COMPETITIVE PROGRAMMING | DATA STRUCTURES AND ALGORITHMS

REACT | REDUX | MONGO DB | SQL | FLASK | MATERIAL UI | ANTD | Express | Node

MAJOR PROJECTS

Small AI Tool

I made web application with the library scikit-learn, it's function is to let the user process some data with basic machine learning algorithms, like Apriori, clustering and logistic regression.

Technologies used: React, Flask and Scikit Learn.

Link

Good Games

I made a full-stack web app, that uses a video game API for doing some functions like searching video games, see upcoming games, create an account, comment, etc.

Technologies used: Node JS, Mongo DB and Express.

Link

Clothing-Store

Front End of an online clothing store; it has functions like viewing different categories of

products, adding to the cart, checkout and Stripe integration.

Technologies used: React, Node JS, Express, Stripe.

Link

ACHIVEMENTS

Eleventh Place out of 98 participants in a Facebook   2021
contest at my University(UNAM)
Facebook recruiters invite us to a zoom session, we did a contest that involved some subjects like graphs, geometry, strings, and algorithms.

Ninth Place out of 100 participants in a college   2021 - In course
competitive programming contest at
National Autonomous University of Mexico

This contest was for selecting the competitive programming club members.

EDUCATION

Computer Engineer(graduation date 2023)   2018 - In course
National Autonomous University of Mexico

GPA: 4.0

- Mexico City
- 5511870629
- juanpsfi3023@gmail.com
- github.com/Possible-99
- www.linkedin.com/in/juan-pablo-sánchez-rojo

PROGRAMMING LANGUAGES

Javascript

Python

C++

JAVA

CSS

STRENGTHS

- Good communication skills
- Teamwork
- Committed to always continue learning
- Reliable and consistent

LANGUAGES

English

Spanish

OTHER SKILLS

- Designing UX/UI intuitive experiences
- Google Fundamentals of Marketing Certification