

# JUAN PABLO SÁNCHEZ ROJO

Computer Engineer Undergraduate Student

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## EDUCATION

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### UNAM

*Bachelor's degree in Computer Engineering*

Graduating in August 2023

GPA 4.5/5.0

- *Relevant Coursework: Data structures and algorithms, relational databases, Calculus I – IV, OOP*
- *Clubs: Competitive Programming club "CPCFI".*

## TECHNICAL SKILLS

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**Programming Languages:** JavaScript, Python, C++, SQL, CSS , HTML

**Frameworks:** React, Flask, Bootstrap, Express, Node

**Libraries:** Antd , MaterialUI , Scikit Learn

**Tools:** Git, Github, VS code, Heroku

**Languages:** Spanish (Native), English (Intermediate)

## MAJOR PROJECTS

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### Small A.I Tool

Jul 2021

*A web application that let you use some machine learning algorithms, such as Clustering, Apriori, Linear Regression , etc.*

- Designed and developed a mobile friendly app, with intuitive actions (drag and drop, custom inputs, etc.) for data processing.
- The backend for running machine learning algorithms with Scikit-learn, was implemented as a RESTful API based on Flask.
- Interactive dispersion charts for displaying the processed data.

Technologies used: Flask, React, Scikit-Learn, Heroku.

### Good Games

Aug 2020

*A full-stack web app that uses a video game API for knowing more about video games.*

- Automatic updates for the upcoming games on the homepage.
- Created a custom Restful API, for not only showing the searched game, but also the sequels, trailer, and comment of other users.
- Users can create an account, log in, and comment on the games page.

Technologies used: Express, JavaScript, Bootstrap.

### Clothing Store

Jul 2020

*Front End of an online clothing store*

- Implemented add to the cart functionality by using Redux library for handling in a more efficient way the state (React).
- A checkout page with integration of stripe API.
- Sign/Log in with Google or with an email.

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

## ACHIEVEMENTS

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### Facebook contest at UNAM

Nov 2021

11<sup>th</sup> place out of 98 participants in a competitive programming contest, organized by recruiters.

### CPCFI Contest

Aug 2021

Competitive programming contest for being a member of competitive programming club of Faculty of Engineering.

9<sup>th</sup> place out of 100.