# ROBERTO RAMSES MATA HERNANDEZ

# Software Developer

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RamMaths

Saltillo, Coahuila, Mexico

<u>in</u> <u>LinkedIn</u>

#### **EDUCATION**

Computer Systems Engineering Instituto Tecnologico de Saltillo 2020 - 2025

Computer Engineering
Dongseo University
2023 - 2023
(1 semester exchange)

# PROFESSIONAL EXPERIENCE

Web Developer Intern
Espiral Sistemas
2023

### **LANGUAGES**

Spanish

English

Korean

#### **About me**

I am a passionate coder and self-learner with strong problemsolving abilities. As a good teammate with excellent communication and writing skills, I adapt swiftly to new environments and thrive in collaborative settings.

Through my journey as a student I won the GKS scholarship to study abroad in South Korea. This experience gave me the chance to get techincal skills but even more importantly this helped me out improving my soft skills such as communication, adaptability to new environments, problem solving, team work and more.

I am member of the AWS User Group Saltillo.

#### **Technical skills**

- Databases
  - PostgreSQL
  - o Oracle
- Cloud
  - AWS Associate Level
- Programming Languages
  - Rust
  - Javascript
  - Node.js
  - Java
  - Bash
- Protocols
  - HTTP/HTTPS
  - o TCP/IP

- Microcontrollers
  - Esp32 (xtensa and RISC-V architectures)
- Frameworks and Libraries
  - o Actix-web
  - React
  - Bootstrap
  - Express.js
- Linux
- Docker
- HTML/CSS
- Godot Engine

# **Projects**

I am currently working on three personal projects, you can find more information on my Github.

- **Email-newsletter:** Cloud native backend application built with actixweb framework with a PostgreSQL database, all this containerized with docker and deployed to DigitalOcean (Cloud Provider).
- **Slime 2D game:** 2D platform game built with the Godot Engine, and gdnative, an interface between the godot engine and bindings for the Rust Programming Language.
- **Iot Container Management:** lot Esp32 project, that monitors a container using an ultrasonic sensor and acts as an https client to send information to a cloud service using the ESP-IDF Framework and the Rust programming language for the esp32 firmware. I participated on an Oracle Cloud Academy Challenge with this project.