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Jose Ramon Gomez Armenta

Software Developer/Engineer Age:32

I'm mostly a self learner, but I'm also always trying to improve by learning what I can from others.

SKILLS

- Mainly: JavaScript, Python, C++, but also competent in others.
- Construction of UI/UX, data processing, statistical charts, users organization.
- Plugins for 3D Engines (unreal, blender, maya)
- Development of basic games and screen animations.
- Deep learning & machine learning
- Basic server configuration using Linux, AWS, nodeJS and shell scripting.
- Embedded systems for instrumentation.

EXPERIENCE

Samsung SRT — Media software tools developer & AI research

Sep 2019 — PRESENT. Tijuana, B.C., MX

- Web Development, MERN STACK, UI/UX, D3.js & Three.js animations, calendar & notifications.
- C++ basic algorithms, QT for UI/UX, Unreal Engine plugins.
- Image/Audio Recognition with Python Keras/TensorFlow.
- Android Studio Basic UI/UX interfaces, camera integration with TFLite models.

Navico — Hardware Engineer (Professional Internship)

Nov 2016 — Mar 2017. Ensenada, B.C., MX

- WiFi, Bluetooth, GPRS communication between devices.
- Electronic sensors input reading and data processing for useful charts.
- PCB design and schematic simulations.

EDUCATION

CICESE — Master's Degree: Computer Science

2017 — 2019. Ensenada, B.C., MX

Thesis: Intelligent analysis of dog bark based on deep learning

UABC — Bachelor's Degree: Electronics Engineering

2013– 2017. Ensenada, B.C., MX

SOFTWARE TOOLS:

GIT, Insomnia, Mongo Compass, Visual Studio Code, Spyder, Proteus, LTSpice, LabView, Arduino, Weka, Matlab, Latex, MsOffice, Adobe Premier, Blender, Unreal Engine, AutoCad, Solid Works.