Juan Sebastián Vargas Torres

Systems Engineer

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EDUCATION

PONTIFICIA UNIVERSIDAD JAVERIANA

Systems Engineer

January 2019 - September 2023 | Bogota, Colombia

Emphasis:

- AI
- Data Science

GPA : 4,36/5

Honors: 2019-2023 Decoration for outstanding academic performance.

UNIVERSITY OF CINCINNATI

AI in Businesses

June 2023 | Cincinnati, OH

Honors: Participation and Understanding the use of AI in businesses.

BOSTON COLLEGE

Forecasting Course

June 2022 - January 2023 | Bogota, Colombia

GPA : 2,96/4

ASIAN LANGUAGE CENTER

Chinese Studies

June 2021 - July 2021 | Bogota, Colombia

HSK - Level 1

SKILLS

TECHNICAL SKILLS

Proficient with:

Python, TensorFlow, Pytorch,Sk-learn, MLOPS , Spark Tableau, PowerBi, Apache Airflow, Docker, Git/Github, ,MongoDB, SQL, Scrapy Java,Spring, Django, SCRUM, CRISP-DM, Flutter, Firebase.

SOFT SKILLS

- Bilingual communicator (English, Spanish)
- Public Speaker
- Leader
- Motivator
- Creative

WORK EXPERIENCE

PONTIFICIA UNVERSIDAD JAVERIANA

Data Engineer

November 2022 - July 2023 | Bogota, Colombia

I was in charge of designing and implementing an ETL process to organize and transfer research projects data to the cloud from different sources SCOPUS, CVLAC, GROUPLAC, Web of Science, Institucional Repository, Oracle Databases, Google Scholar.

PONTIFICIA UNVERSIDAD JAVERIANA

researcher

June 2022 - July 2023 | Bogota, Colombia

I participate in Data Science and AI projects, contribute to research, and deliver lectures on data analytics as part of Sekia.

JESUIT REFUGEE SERVICE

Data Analyst

January 2019 - July 2022 | Bogota, Colombia

Collaborating with JRS, an NGO that aids refugees, to create a linear optimization model optimizing resource distribution from entities like GIZ, the European Union, the Foreign Ministry, and the PRM.

TECHNICAL PROJECTS

BRAINY NOISE *REPOSITORIES* *PAPER*

Web prototype that allows to load magnetic resonances of the human brain and by using a machine learning model, obtains an answer with the identification of the noise level (presence or absence) of the images.

CARVI *FRONT-REPOSITORY* *BACK-REPOSITORY* *PAPER*

CarVi is a mobile application that offers the ability to capture photos of vehicles and through computer vision obtain relevant information about them.

METEONET *REPOSITORY* *PAPER*

A meteorological station was chosen to analyze and through the use of networks recurrent neural pathways create a predictive model of temperature and precipitation at the weather station.

MUSIC GENRE CLASSIFIER *REPOSITORY* *PAPER*

The objective of the application is to predict the genre of 30-second audio clips submitted by users. The models used for prediction are trained using the GTZAN music dataset.

RUBIK´S CUBE DEEP Q-NETWORK

REPOSITORY *PAPER*

The project aims to develop an artificial intelligence model using Deep Q-Networks (DNQ) to automatically solve the Rubik's cube puzzle.

SIGN LANGUAGE CLASSIFIER *REPOSITORY* *PAPER*

The project focuses on sign language classification using the "sign-language-mnist" dataset.

LSTM STOCK FORECASTING *REPOSITORY*

The project aims to predict the price of The Home Depot (HD) company's shares using a recurrent neural network LSTM. The process involves data engineering to gather relevant data for model training.

LSTM SIMPSON'S CHAPTER SCRIPT GENERATOR

REPOSITORY

The objective is to use LSTM, a recurrent neural network, to generate new chapters for "The Simpsons" TV show.

BUSINESS PROJECTS

LITNINE CANNABIS *WEB PAGE*

Litnine connects consumers with cannabis shops, offering a wide range of products such as cannabis varieties, medicinal items, and accessories. Users can make purchases directly through the app and have them delivered to their homes.

LITNINE CANNABIS *WEB PAGE*

Litnine Tiendas is designed for cannabis stores, providing them with an online sales platform to showcase their inventory, describe products, and manage transactions with consumers.

FLUPPY *INSTAGRAM*

App dedicated to pet products, including food, toys, and more. The app successfully garnered 500 downloads and was available on both Google Play and the App Store. It achieved success at the Javeriana Territorio Emprendedor entrepreneurship camp, winning first place for it's innovative business model.