Oscar Andres Rosas Hernandez - Software engineer

➤ SoyOscarRH@ciencias.unam.mx

@CompilandoConocimiento



+(52 1) 55 33 45 66 22



SoyOscarRH@gmail.com

@SoyOscarRH

Portfolio: SoyOscarRH.github.io



Education

IPN - Superior School of Computer Sciences / Bachelor's degree in Computer Systems Engineering 🗗 Student of academic excellence for 6 consecutive semesters Participant of the university ACM Student Chapter (better known as "Club de Algoritmia ESCOM") for the last 5 semesters.

Aug 2016 - around May 2021 **GPA 92 out of 100**

UNAM - Faculty of Science / Bachelor's degree in Computer Science 🗷

My second bachelor's degree, I focus on learning about the theoretical part of computer science, neural networks and high level math such as number and graph theory and numerical analysis.

Aug 2017 - around Dec. 2021 GPA 91 out of 100

IPN CECyT 9 - Center of Scientific and Technological Studies / Technical career in Digital Systems 🗷 During high school I did a technical career in digital systems where I learned about digital and analog electronics, computer networks, microcontrollers and low level programming in assembly and C.

August 2013 - June 2016 **GPA 87 out of 100**



Work Experience

Software engineering intern / Facebook Inc.

January 2019 - April 2019, Menlo Park, California, USA

Worked at the "Search @ Messenger" team in web (frontend using JS and ReasonML (React); backend using Hack and GraphQL).

- I created a better search experience by adding "message search" as a first class citizen on the web version of the product.
- I collaborated with 2 other teams on improvements in the navigation of messenger in web following the M4 redesign.

Web maintainer intern / Faculty of Architecture, UNAM ☑

November 2016 - July 2017, México City

- Rewrote a section of the student's website (profile, documents, schedules, process to enroll into classes, etc...) using PHP achieving a more maintainable, secure, and documented code base.
- Redesign many parts of the site finishing with a more intuitive and modern interface leading to a better user experience and a lot less confused students at the beginning of each semester.



Projects

CompilandoConocimiento.com 2 - Personal education project: math, algorithms and computer science

Since Dec. 2016

- Blog: Creator of a blog (in spanish) about discrete math, physics, vectorial analysis, algorithms and data structures, automata theory, intro to C and to POO using Java. The blog has around 150 000 views since the beginning of 2018.
- Books: Author of 6 books in Spanish about the bases of number theory, complex analysis, discrete math, statistics, linear algebra and an intro to relational databases which have been downloaded around 9,000 times. 🗹
- Reference: Author of a competitive programming reference website.

TdeTiendita ☑ - Point of sale system

Creator of a point of sale system to administer the grocery store of my family. I designed the database structure; develop in Python / Flask all the back end services, taught myself React and created a nice frontend for the system. May 2018



Leadership and Awards

- Speaker at Talend Land 2019: Workshop Intro to React
- Student of academic excellence for 6 semesters at ESCOM
- Third place in the 2018 annual programming contest ☑ "Donald Knuth" at Escuela Superior de Cómputo (ESCOM - IPN).
- Participant of the Grand Prize of Mexico (ACM-ICPC) in 2017 and 2018, with the team BrokenSort, finalized in place 91 of 404 teams (in 2018).
- Google Foobar participant.



Programming Languages

3 years (advance):

JavaScript (ES2015+), specially around the React ecosystem.

2 years: modern C++ 11/14/17; C.

1.5 years (medium): Python 3 (and Flask); MySQL; PHP 7 (and Hack). 6 months: Dart (and the Flutter SDK); Java and Kotlin (also basic idea of creating basic android apps).

3 months (beginner): Scilab, Haskell, ReasonML, GraphQL



Courses and Certifications

- DAT208x: Introduction to Python for Data Science learning initiative of Microsoft through edX on Jan 2019.
- Deep Learning summer camp CVICom UNAM 2019.
- Flutter SDK certification by the GDG UNAM (Google Development Group) from June to July of 2018. 🗗
- Kotlin for Android UNAM Mobile on Aug 2018.
- B2 English certification by the IPN and KET certification by the Cambridge English Qualifications.
- Participant in the 3rd (in UPIICSA 2018) and 4th (in ESCOM 2019) IPN Competitive Programming summer camp. 🗗



Technologies I know and love

- Flutter SDK, Android SDK.
- Git, Mercurial (FB fork), Github, Bash, Linux.
- HTML5, CSS3, jQuery, react, materialize, typescript, flow, babel, npm, webpack.
- LaTeX (mainly for math and computer science docs).