Oscar Andres Rosas Hernandez - Software engineer

SoyOscarRH@ciencias.unam.mx

@CompilandoConocimiento

+(52) 55 3345 6622

SoyOscarRH@gmail.com

@SoyOscarRH

Portfolio: SoyOscarRH.github.io



Education

Superior School of Computer Sciences (ESCOM), Instituto Politécnico Nacional (IPN) Bachelor's degree in Computers Systems Engineer

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

Student of "academic excellence" for 6 consecutive semesters; participant and auxiliar teacher of the university ACM Student Chapter (better known as "Club de Algoritmia ESCOM") for the last 2 years.

Facultad de Ciencias, UNAM / Bachelor's degree in Computer Science 🗷

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

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

Center of Scientific and Technological Studies #9, IPN / Technical career in Sistemas Digitales 🗷 During high school I did a technical career, learned about digital and analog electronics and microcontrollers.

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 with JS and ReasonML (React); backend with Hack and GraphQL).

- Created a better search experience by adding "message search" as a first class citizen on the web version of the product.
- Collaborated with two other teams on improvements in the navigation of "messenger 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.
- Redesigned 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 🗗 - Personal education project: math, algorithms and computer science

Dec. 2016 - Present

- 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. [27] and personal competitive programming code repository 🗷

TdeTiendita - Point of sale system

May 2018

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



Leadership and Awards

- Speaker at Talend Land 2019: Workshop Intro to React
- Winner of the 2019 Microsoft Chatbot Hackathon ESCOM
- Participant of the Grand Prize of Mexico (ACM-ICPC) with the team ANSIosos finalizing in place 30 of 381 teams in 2019 and in 2018 with BrokenSort (91 of 394 teams)
- 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)
- Google Foobar participant



Programming Languages

3 years (advance): JavaScript (ES2015+), specially around the React ecosystem.

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

1.5 years (medium): Python 3 (and Flask); MySQL; PHP 7 (and Hack).

8 months: Dart (and the Flutter SDK); Java and Kotlin (also basic idea of creating basic android apps); C

4 months (beginner): Haskell, LISP, ReasonML, Scilab, 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 [7]
- 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 🔀
- Platzi student (+20 courses) in technology, web, languages, software development in general 🗷



Technologies I know and love

- Flutter SDK, Android SDK. React Native
- Git, mercurial (FB fork), github, bash, linux.
- HTML5, CSS3, jQuery, materialize, react, typescript, flow, babel, webpack.
- LaTeX (mainly for math and computer science docs).