

# Oscar Andres Rosas Hernandez - Software engineer

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🌐 Portfolio: SoyOscarRH.github.io

🔄 @CompilandoConocimiento

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## 🎓 Education

### BSc Computers Systems Engineer / Superior School of Computer Sciences (ESCOM, IPN) [🔗](#)

Student of academic excellence for the last 3.5 years. Organizer and teacher of my university ACM Student Chapter / algorithm club. Teacher of the React course at college web dev club.

Aug 2016 - Jan. 2022  
GPA: 92 out of 100 (3.66)

### BSc Computer Science / School of Sciences (Facultad de Ciencias, UNAM) [🔗](#)

My second degree. Relevant courses: data structures and algorithms, cryptography, parallel computing, neural networks, machine learning and high level math such as probability, number, graph theory, and numerical analysis.

Aug 2017 - Dec. 2022  
GPA: 93 out of 100 (3.73)

### Technical track in Digital Systems / Center of Scientific and Technological Studies #9 (IPN) [🔗](#)

During high school I did a technical career focused in digital systems, electronics, and microcontrollers.

Aug 2013 - June 2016  
GPA: 87 out of 100 (3.48)

## 💼 Experience

### Software Engineer Intern / Facebook Inc. (Facebook Gaming) [🔗](#)

June - Aug 2020, Remote work | Team at Seattle Office

Worked on the "Games Machine Learning" team (frontend with **JavaScript (React)**; backend with **Hack, Python**, and **GraphQL**).

- Improved the chaining experience on fb.gg by conducting experiments to tweak the algorithm that recommended the "Up Next" videos.
- Created a logging system and subsequent ML models that created better recommendations for the main page of Facebook Gaming.

### Software Engineer Intern / Facebook Inc. (Messenger) [🔗](#)

Jan - April 2019, Menlo Park, California, USA

Worked on the "Search @ Messenger" team on web (frontend with **JavaScript** and **ReasonML (React)**; backend using **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 2 other teams on improvements in the navigation of messenger on web following the M4 redesign. [🔗](#)

### Web Maintainer Intern / Faculty of Architecture, UNAM

November 2016 - July 2017, Mexico City

Rewrote the student's website using **PHP**; redesigned it following the **material design guidelines** leading to a better and more intuitive UX.

## 🚀 Projects

### CompilandoConocimiento.com [🔗](#) - Personal project: Math, algorithms and computer science ❤️

Dec. 2016 - Present

- Blog:** Creator of a blog about math, theoretical computer science, algorithms and data structures (**300K views**)
- Books:** Author of notes in number theory, databases, discrete math, statistics, linear algebra, complex analysis (**8k views**) [🔗](#)
- Reference:** Part of a team effort; a competitive programming reference website [🔗](#) and code repository [🔗](#)

### TdeTiendita [🔗](#) - Point of sale system

Jan. 2018 - May 2018

Did it for my family grocery store. Developed the backend services in **Python / Flask**, and taught myself **React** to create a nice frontend for it.

For a list with +20 projects please visit my portfolio: SoyOscarRH.github.io/#Projects [🔗](#)

## 🏆 Leadership and awards

- Speaker at Talend Land 2019:** Intro to React [Workshop] [🔗](#)
- 1st place** in the **2019 Microsoft Chatbot Hackathon - ESCOM**
- 30 out of 400** in the **Grand Prize of Mexico 2019 (ACM - ICPC)** [🔗](#)
- 3rd place** in the **2018 programming contest "Donald Knuth"** [🔗](#)
- Google Foobar** participant [🔗](#), **Google Code Jam** and **KickStart**
- Organizer and teacher** of my university **ACM Student Chapter: algorithm club** with over +70 active members each semester [🔗](#)
- Teacher** of the **Intro to React** course at the web club [🔗](#)

## 💻 Programming languages

3 years (advanced):

**JavaScript** (ES2015+); special focus on frontend (with React)

2 years:

Modern **C++** 11/14/17; mainly for competitive programming

1.5 years (proficient):

**Python 3** (and Flask); **MySQL**; **PHP 7** (and Hack)

**Java** and **Kotlin** (and a basic idea of creating apps)

**Dart 2** (and the **Flutter** SDK for creating cross platform apps)

3 months (beginner):

**ReasonML**, **GraphQL**, **Rust**, **Haskell**, **Common Lisp**

## 📖 Courses and experience

- Google Software Product Sprint:** virtual, invite only program that brings together top university students across North America and Googlers for 11 weeks to design and build web apps, gain applied data structure and algorithms skills, and receive tailored career development resources [🔗](#)
- Platzi student (+20 courses)** in web, programming languages and software development in general [🔗](#)
- Wallbreakers** software engineering apprenticeship [🔗](#)
- Deep Learning summer camp** at **CVICOM UNAM 2019** [🔗](#)
- Intro to Deep Learning with PyTorch** at **Udacity** [🔗](#)
- Flutter SDK certification** by the **GDG UNAM** (Google [🔗](#) [🔗](#) Development Group) and **Kotlin for Android - UNAM Mobile**
- Participant in many **competitive programming summer camps**, in **UPIICA**, **ESCOM** and **CIMAT** [🔗](#)
- B2 English certification** by **IPN** and **KET** certification

## ❤ Technologies I know and love

- git, github, mercurial (fb fork), bash, linux, latex, pytorch
- html5, css3, react, typescript, flow, webpack, react native