

Oscar Andres Rosas Hernandez - Software engineer

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🌐 Portfolio: SoyOscarRH.github.io

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EDUCATION

Computers Systems Engineer, B.S. | Superior School of Computer Sciences (ESCOM, IPN) [🔗](#)
Student of academic excellence for the last 4 years. Organizer and teacher of my university ACM Student Chapter / algorithm & interviews club. Teacher of the React course at my college's Web Development Club.

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

Computer Science, B.S. | School of Sciences (Facultad de Ciencias, UNAM) [🔗](#)
Relevant courses: Cryptography, parallel computing, neural networks, machine learning, probability, number and graph theory, numerical analysis, and data structures and algorithms.

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

Digital Systems, Technical Degree | Center of Scientific and Technological Studies #9 (IPN) [🔗](#)
Did it during high school; focused on analog and digital systems, electronics, and the use of microcontrollers.

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

EXPERIENCE

Software Engineer Intern | Facebook Inc. (Facebook Gaming) [🔗](#) *June - Aug 2020, Remote work | Team at Seattle Office*
Collaborator on "Games Machine Learning" team (JavaScript; GraphQL, Hack, Python, and SQL).

- Improved the chaining experience on fb.gg thanks to A/B testing on the architecture that generates the "Up Next" videos.
- Enhance the recommendations at the endscreen of all gaming videos and the logging system used all over facebook.com/gaming.

Software Engineer Intern | Facebook Inc. (Messenger) [🔗](#) *January - April 2019, Menlo Park, California*
Collaborator on "Search @ Messenger" team (JavaScript and ReasonML; Hack and GraphQL). Features are used by tens of millions of users each week.

- Created a better search experience by adding the ability to search for messages from the general search bar on messenger web.
- Collaborated with other 2 teams to improve navigation through different screens on messenger web following the M4 redesign.

Web Maintainer Intern | Faculty of Architecture, UNAM *November 2016 - July 2017, Mexico City*
Rewrote (PHP) and redesigned the student's site using **material design** leading to a 35% reduction on cases of students lost in the inscription process.

PROJECTS

CompilandoConocimiento.com [🔗](#) - Personal project: Math, algorithms and computer science [❤️](#) *Dec. 2016 - Present*

- Blog:** Creator of a blog about math, theoretical computer science, and algorithms & data structures to help college students (350K views)
- Books:** Author of **free** mini books in number theory, databases, discrete math, statistics, linear algebra, and complex analysis (10k reads) [🔗](#)
- Reference:** Main collaborator of a competitive programming reference website [🔗](#) and code repository [🔗](#)

TdeTiendita [🔗](#) - Point of sale system *Jan. 2018 - May 2018*
Created the backend services in **Python / Flask**, and taught myself **React** to create a nice frontend for it; did it for my family grocery store :)

For a list with +20 projects that I really feel proud 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** helping over **80 students** each semester. [🔗](#)
Speaker and **mock interviewer** of **Nutria Sub-Interview Club**
- Teacher** of the **Intro to React** course at the web club [🔗](#)

PROGRAMMING LANGUAGES

4 years (advanced):
JavaScript (ES2015+); special focus on frontend with **React**

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

1.5 years (proficient):
Python 3 (and Flask); **PHP 7** (and Hack); **SQL**
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**, **Common Lisp**, **Haskell**

COURSES AND APPRENTICESHIPS

- 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 (+30 courses)** in web, programming languages and software development in general [🔗](#)
- Wallbreakers** software engineering apprenticeship [🔗](#)
- Deep Learning summer camp** at **CVICOM UNAM** [🔗](#)
- 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 **UPIICSA**, **ESCOM** and **CIMAT** [🔗](#)
- B2 English certification** by **IPN** and **KET certification**

TECHNOLOGIES I KNOW AND LOVE

- Linux**; **git**, **github**, **mercurial** (fb fork); **latex**; **mysql**
- Flutter**, **react native**; **html5**, **css3**, **materialize**; **react**, **svelte**; **typescript**, **flow**, **webpack**
- Tensorflow**, **pytorch**