Oscar Andres Rosas Hernandez - Software engineer

➤ SoyOscarRH@gmail.com

@CompilandoConocimiento

+(52) 55 3345 6622



Portfolio: SoyOscarRH.github.io

@SoyOscarRH

Education

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

Participant and teacher assistant (~50 students) of my university ACM Student Chapter -

Aug 2016 - Graduating around Dec. 2021 **GPA 92 out of 100**

Algorithms club for the last 2 years. Student of academic excellence for 6 consecutive semesters.

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 - Graduating around Dec. 2021 **GPA 91 out of 100**

Center of Scientific and Technological Studies #9, IPN / Technical career in Digital Systems 🗷 During high school I did a technical career where learned about electronics and microcontrollers

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



Work Experience

Software engineer intern / Facebook Inc.

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

Worked at the "Search @ Messenger" team in web (frontend with JavaScript 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 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, México City

Rewrote and redesign a section of the student's website (profile, schedules, process to enroll into classes, etc...) using vanilla PHP and MaterializeCSS achieving a more maintainable and documented code base; also a more intuitive and modern interface leading to a better user experience measured by a reduction (~40%) of students confused with the process at the beginning of the semester.



Personal Projects

CompilandoConocimiento.com 🗹 - 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 200 000 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: Part of a team effort; A competitive programming reference website 🔀 and code repository 🔀

TdeTiendita - Point of sale system

Co Creator of a point of sale system to administer the grocery store of my family. I helped with the design of the database structure; developed the backend services in Python / Flask and taught myself React to create a nice frontend for the system.

May 2018



Leadership and Awards

- Speaker at a workshop in Talend Land 2019: Intro to React.
- Winner of the 2019 Microsoft Chatbot Hackathon at ESCOM.
- Participant of the Grand Prize of Mexico (ACM-ICPC) with the team ANSIosos (place 30 of 381 teams) in 2019 and in 2018 with BrokenSort (91 of 394 teams).
- Third place in the 2018 annual programming contest "Donald Knuth" at ESCOM. Z
- Google Foobar participant.



Programming Languages

3 years (advance):

JavaScript (ES2015+), distinctively around the React ecosystem

Modern C++ 11/14/17, mainly for competitive programming

1.5 years (medium):

Python 3 (and Flask); MySQL; PHP 7 (and Hack) Dart 2 (and the Flutter SDK)

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

3 months (beginner):

Haskell, Common Lisp, ReasonML, GraphQL



Courses and Certifications

- Deep Learning summer camp at CVICom UNAM 2019 ☑
- DAT208x: Intro to Python for Data Science learning initiative of Microsoft through edX on Jan 2019
- Flutter SDK certification by the GDG UNAM (Google Development Group) summer of 2018 🗷
- Kotlin for Android UNAM Mobile on Aug 2018 2
- Participant in the 3rd (in UPIICSA 2018) and 4th (in ESCOM 2019) IPN Competitive Programming summer camp 🗹
- 2nd School of Algorithms: Game Theory at CIMAT []
- Platzi student (+20 courses) in web, programming languages and software development in general 🗷
- B2 English certification by the IPN and KET certification by the Cambridge English Qualifications



Technologies I know and love

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