

# Oscar Andres Rosas Hernandez - Software engineer

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## EXPERIENCE

### Software Engineer II (L4) | Pinterest

March-? 2023 | Remote - Team at the SF Office

Member of the **Ads Billing** team at **Monetization Org**; working with **JavaScript**, **React**, **Python** and **Java**.

- Working on adding new features (filters, sorting, searching, ui renovation) to the new Pinterest's Invoice Management System

### Software Engineer II (L4) | Kueski Pay (Mexican Fintech - Buy now, pay later)

Feb-Aug 2022 | Remote

Member of the **Admin Money** team; worked with **JavaScript**, **React**, and **CSS**.

- Implemented new screens from scratch for a new payment flow: Direct Debit (paying installments using a debit card) and new purchase method with Virtual Card (single-use virtual card to buy on any online store using Kueski).
- Redesigned the navigation bar for mobile+desktop for the whole app; worked with design to update the main page too.

### Software Engineer Intern | Meta Platforms (previously Facebook Inc.)

Worked with **JavaScript** and **ReScript**, focused in the **React / React Native** ecosystem; **GraphQL** using **Relay**, **Hack** (PHP), **Python**; and **SQL**.

#### Nonprofits team at Facebook Central Social Impact

Aug-Nov 2022 | Onsite at Menlo Park, California

- Created a whole new system for showing notification cards on "Nonprofit Manager"; and save applied filters on "Supporter List"
- Implemented the ability for nonprofits to schedule a post with a "donate button" (raise money) from Meta Business Suite.

#### Conversational Commerce team at Facebook Financial

Sept-Dec 2021 | Remote - Team at Menlo Park Office

Add images to the Orders product, and show them to the buyer/seller on mobile/web; Enhanced the design of those screens as a plus.

#### Games Machine Learning team at Facebook Gaming

June-Aug 2020 | Remote - Team at Seattle Office

- Improved the video chaining experience of fb.gg via A/B testing the backend 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.

#### Search team at Messenger

Jan-April 2019 | Onsite at Menlo Park, California

- 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.

### Data Science and Software Engineer Intern | Microsoft (Azure Data R&D)

May-Aug 2021 | Remote - Team at Seattle Office

Member of the **ORCAS** (Open Source Azure databases differentiation) team; worked with **Python** and **SQL**.

- Researched about the State of the Art of **Text2SQL**: The task of transforming natural language questions into SQL queries.
- Added the capability to use **OFFSET** in **SmBop**. Created new data points: SQL queries via grammar expansion + back translation.

## EDUCATION

### Computers Systems Engineering, B.S. | Superior School of Computer Sciences (ESCOM IPN)

2016 - 2021

Member of the academic excellence program. Undergrad thesis / "final project" was Image2Circuit:

CGPA: 91 out of 100 (3.6/4)

transform images of schematics using deep learning into a netlist to png representation or simulation file.

### Computer Science, B.S. | School of Sciences (Facultad de Ciencias UNAM)

2017 - ?


Relevant courses like cryptography, parallel computing, neural networks, probability, and numerical analysis.

CGPA: 92 out of 100 (3.7/4)

## PROJECTS







### CompilandoConocimiento.com | Personal project about math, algorithms, and computer science

2016 - 2021

- Blog**: Topics range from *math, theoretical computer science, algorithms, and data structures* to help college students (**800K views**)
- Books**: Author of free books in *number theory, databases, discrete math, statistics, linear algebra, and complex analysis* (**15k reads**) 

For a list of +20 projects that I feel proud visit my portfolio: SoyOscarRH.github.io/projects 

## LEADERSHIP AND AWARDS

- Google FooBar** participant , **Google Code Jam**, and **KickStart**
- Organizer and teacher** of my university **ACM Student Chapter / algorithm club** helping **+100 students** each semester for 3 years 
- Organizer** and **mock interviewer** in "**Nutria**" **Tech Interview Club** 
- Teacher** of the **Intro to React** course at my university web club 
- Speaker** at **Talend Land 2019**: Intro to React (*Workshop*) 
- 30 out of 400** in the **Grand Prize of Mexico 2019 (ACM - ICPC)** 

## PROGRAMMING LANGUAGES

**5 years (advanced):**

**JavaScript / TypeScript** - focus on frontend with **React**

**C++** - from c++11 to c++20 mainly for competitive programming

**1.5 years (proficient):**






**Python 3**; **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)

**6 months (beginner):** **Rust** and **ReScript**

## COURSES AND APPRENTICESHIPS

- Google Software Product Sprint**: virtual, invite only program that brings 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**, including **UPIICSA**, **ESCOM** and **CIMAT** 

## TECHNOLOGIES I KNOW AND LOVE

- Flutter
- TypeScript and Flow
- GraphQL
- CSS ecosystem
- Git and Mercurial
- React, R. Native