# Santiago Velasco García

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### **PROFILE**

Dedicated and proactive Computer Engineering student in the 7th semester, eager to apply academic and non-academic knowledge in real-world scenarios. Strong problem-solving skills, ability to manage multiple tasks with a positive attitude, and thrive under pressure. Demonstrated leadership skills through team projects and collaborative environments. Seeking an internship opportunity to contribute to team success while gaining hands-on experience.

### **EDUCATION**

# NATIONAL AUTONOMOUS UNIVERSITY OF MEXICO | FACULTY OF ENGINEERING | COMPUTER

**Engineering** | Expected July, 2027

### **Academic Performance in Relevant Courses**

Data Structures and Algorithms - 10/10

Object-Oriented Programming - 10/10

Software Engineering - 10/10

Relational Databases – 10/10

#### EXPERIENCE

# ROCKETS DIGITAL BRAND | INTERN IN IT | JANUARY 2022 - JANUARY 2023

- Assisted in troubleshooting and resolving hardware and software issues for company employees.
- Supported the deployment and maintenance of internal applications.
- Collaborated with senior developers on automation scripts and IT infrastructure improvements.
- Provided technical support and documentation for internal IT processes.

### **PROJECTS**

# MUSIC POPULARITY ANALYSIS USING SPOTIFY API: STATISTICAL EVALUATION AND DATA VISUALIZATION | MARCH 2025 (Most Relevant Project)

- Data Collection & API Integration: Utilized the Spotify API via Spotipy to retrieve track-level data from Bad Bunny's discography, including popularity scores and release dates. Cleaned and merged datasets from multiple sources.
- Statistical Insight: Applied Pearson correlation and paired t-tests to evaluate the relationship between reggaeton classification and song popularity, testing the hypothesis that reggaeton tracks are generally more popular.
- Data Visualization & Interpretation: Generated histograms, KDE plots, and album-level grouped summaries using Matplotlib and Seaborn to illustrate trends in popularity across genres and time.

## RELATIONAL DATABASE DESING FOR MANAGING GAS STATION COMPANIES | MAY 2025

- Database Modeling: Developed a relational database from initial business requirements using E-R modeling, normalization, and physical schema design.
- SQL Implementation: Implemented complex SQL queries, stored procedures, and triggers to support core operations such as inventory tracking and employee management.
- Academic Simulation: Executed as a comprehensive academic project in a collaborative environment, simulating real-world enterprise-level database management systems through teamwork and shared development responsibilities.

### SPORTS TEAM PERFORMANCE & CITY POPULATION CORRELATION ANALYSIS | APRIL 2025

- Statistical Evaluation: Conducted an analysis to examine the correlation between metropolitan populations and the win/loss performance of professional sports teams in the four major U.S. leagues (NFL, NBA, MLB, NHL) for the 2018 season.
- Data Preparation: Cleaned and merged datasets from multiple sources to ensure consistency and accuracy.
- Metric Aggregation & Correlation: Aggregated team performance metrics by city and computed Pearson correlation coefficients to assess the relationship between population size and team success.

# HISTOGRAM EQUALIZATION IN IMAGES | DECEMBER 2023

- Parallelized Image Processing: Implemented OpenMP to accelerate histogram equalization by identifying parallelizable tasks, such as histogram generation and cumulative distribution function (CDF) computation.
- File Handling & Automation: Developed functions to process images dynamically, ensuring consistent naming conventions for output files and generating CSV reports for histogram analysis.
- Robust Error Handling: Implemented checks to validate input files, preventing crashes due to incorrect image paths or unsupported formats.

# MESSAGING APPLICATION USING JAVA SOCKETS | DECEMBER 2023

- Client-Server Architecture: Implemented a TCP-based communication system with a multithreaded server to handle multiple clients simultaneously.
- Real-Time Messaging: Designed a user-friendly console-based interface to send and receive messages in real-time, ensuring low-latency communication.
- Threading & Concurrency: Utilized Java multithreading to manage multiple connections efficiently without blocking execution.

### **SKILLS**

LANGUAGES SPANISH NATIVE SPEAKER | ENGLISH HIGHLY PROFICIENT

PROGRAMMING LANGUAGES C | PYTHON | SQL

**OTHER RELEVANT TOOLS** MATLAB | JUPYTER NOTEBOOK | GIT

### **CERTIFICATES**

INTRODUCTION TO SYMBOLIC MATH WITH MATLAB | MATHWORKS

MATLAB ONRAMP | MATHWORKS

INTRODUCTION TO DATA SCIENCE IN PYTHON | UNIVERSITY OF MICHIGAN | COURSERA