



# Juan Sebastian Gonzalez Certuche

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## EDUCATION

**Instituto Tecnológico y de Estudios Superiores de Monterrey**

Guadalajara, Jal, MX

*Bachelor in Computer Science and Technology | academic syllabus*

*August 2023 – June 2027 (Expected)*

## EXPERIENCE

**Freelance Dynamics365 Customization Developer**

Remote - Colombia, Cali

*Freelance*

*January 2023 – Present*

- Responsible for developing Dynamics 365 customizations and extensions, utilizing C# and the .NET framework, to address specific business needs and requirements, and implement them in the Dynamics platform.
- Involving comprehensive work on unit testing, integration, and efficient deployment, utilizing scrum methodology.
- Collaborated effectively with a team of developers using DevOps, showcasing strong teamwork, communication, and adaptability in delivering successful solutions.

## PROJECTS

 **Retro Pac-Man for RaspberryPi** | *Lua, Love2D, Python, RaspberryPi, Bash* March 2023 – June 2023

- Clone of the classic Pac-Man Game, for my high school robotics club final year project, and implemented it in an arcade-like RaspberryPi setup.
- Developed using Lua and Love2D game engine, and utilized the RaspberryPi GPIO for the arcade circuit.

 **Unity Simulators WebPage** | *C#, Unity, .Net, JavaScript, HTML/CSS, Bootstrap* March 2022 – July 2023

- Static web page, featuring a compilation of high school science and math simulator projects, including Simple Pendulum, Parabolic Motion, Gas diffusion, and a Math Game.
- Implemented the simulators using C#, the .NET framework, and Unity Game engine with WebGL export. Programmed the static page using plain JavaScript, html/css, and Bootstrap for visuals.

 **CS50 Finance WebApp** | *Python, Flask, SQLite, HTML/CSS, Bootstrap* July 2022 – August 2022

- Web application featuring a stock market portfolio simulator, for the final project of the cs50 course.
- Constructed using Python and Flask framework, SQLite for data storage, and Apistocks for data fetching.

 **Discord Economy-Bot** | *Python, MongoDB, Discord API* July 2021 – October 2021

- Collaborated with a team to develop a discord bot for simulating an economy and analyzing its behaviors.
- Developed using Python and Discord.py, and used cloud data storage with MongoDB.

**ShortPlatformer Game** | *C#, Unity, .NET* February 2021 – March 2021

- Simple 2D platformer videogame, featuring a single level where players can experiment with polished platformer mechanics, and targeted to Web and Desktop.
- Created using C#, the .NET framework and the Unity Game engine

## EXTRACURRICULAR

**CS50 Introduction to Computer Science**

Harvard University

*Course Subjects* | C, Python, MySQL, Javascript, HTML/CSS

*July 2022 - September 2022*

- Acquired a deep understanding of fundamental computer science concepts, including data structures, algorithms and their time complexity, abstraction layers, and memory management.
- Gained proficiency in multiple programming languages, SQL databases, and web technologies, allowing for versatility and adaptability in multiple software development fields.
- Enhanced my problem-solving abilities, emphasizing systematic and analytical approaches, for addressing intricate challenges encountered in software development and computer science, such as algorithmic thinking and debugging.

## TECHNICAL SKILLS

**Languages:** Python, C#, Lua, Arduino, JavaScript, HTML/CSS, C/C++, Matlab.

**Frameworks:** .NET, WPF, Flask, Unity Engine, Love2D, Pygame, Discord API.

**Databases:** SQLite, MySQL, MongoDB.

**Developer Tools:** Git, GitHub, Plastic SCM, VS Code, Visual Studio, Postman.