



**1INF25  
2025-1  
H-0583  
Mg. Erasmo Gómez**

# About this presentation

#1

The professor

Introduction.

#2

The classes

How to handle the lecture.

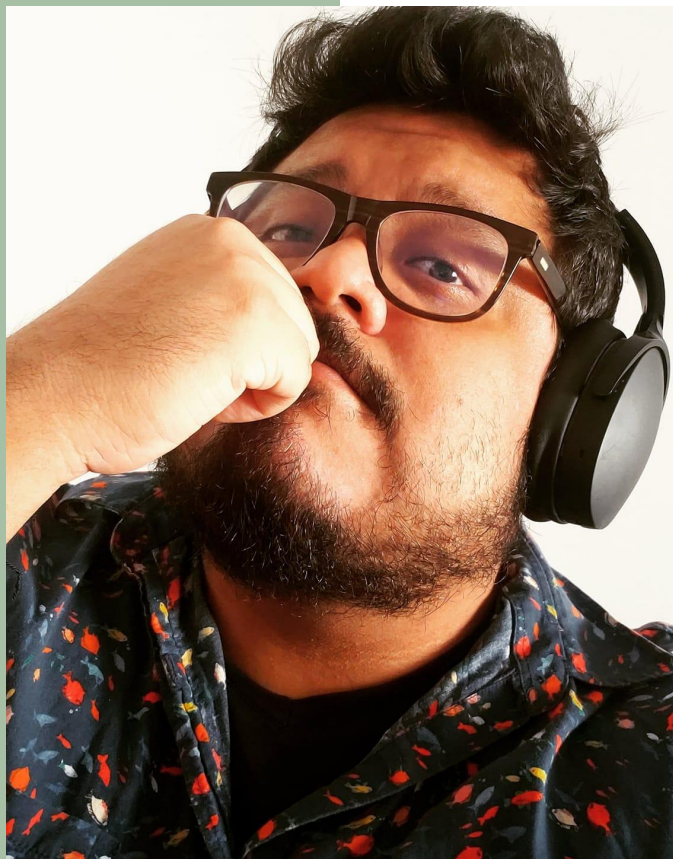
#3

The students

What do you need?



# The professor



***Erasmo G. Montoya.***  
**I'm a Software Engineer  
and a NLP specialist.**

Master in CS - PUCP.  
Software Engineer - PUCP  
Research Scientist - Illinois Champaign University

Remote Work:  
Wolfram Research - Research Developer  
Airnguru - Software Engineer

Work:  
Professor at PUCP  
Thesis advisor at PUCP  
Researcher at PUCP





# NLP is my field of study for my coming PHD.

Field research with  
amazonian language  
speakers

Let's try to experiment with  
NLP in PROG2!



# The classes

# Follow these rules to prevent going mad ...

01

Be on time

For class, for labs, for exams.

02

Make a schedule

To study and practice at least 4 hours per week

03

Be polite

With the professor, with your classmates and with you.

04

Ask questions

This is the place where you can ask all the questions you want.

05

Learn beyond

The classroom is not the limit.

06

Relax

Take time for yourself.



The  
students



# How to ask a question?

01

Classroom

Raise your hand!



03

Discord

Erasmio's Office



02

Email

[hector.gomez@pucp.edu.pe](mailto:hector.gomez@pucp.edu.pe)

04

Office

Meeting Room  
@ V 2nd floor



## Grades

What to know?

- 8 graded labs
- 2 special labs

## Bibliography

- Cómo programar en C++  
Deitel, Harvey M.  
2014
- <https://cplusplus.com/reference/>

## Github

<https://github.com/erasmoGomez/1INF25>



Thanks