Agustín Herrera

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EDUCATION

PONTIFICIA UNIVERSIDAD CATÓLICA DE CHILE   Santiago, Chile
Bachelor in Engineering   Expected Jul 2025
      Major in Software Engineer
      Minors in Scientific and Technological Foundations of Computing

WORK EXPERIENCE

LOLOCAR.CL   Santiago, Chile
Software Engineering Intern   Aug 2023 – Dec 2023
- Engineered robust and scalable RESTful APIs to accurately compute toll charges owed by renters, ensuring seamless integration with existing systems and improving operational efficiency.
- Architected and implemented sophisticated admin panels for internal use, enhancing user experience and enabling real-time data management, which streamlined administrative tasks and reduced manual workload.
- Led the deployment of applications on Google Cloud Services, optimizing performance resulting in a 20% improvement in deployment speed and system reliability.

VAIL KEYSTONE   Keystone, CO
Ski Lift Operator   Dec – Mar 2021, 2022, 2023
- Operated and maintained ski lifts during peak winter seasons across three consecutive years, ensuring the safety and efficiency of lift operations for thousands of guests daily.
- Provided exceptional guest service, assisting visitors with boarding and disembarking, while addressing any concerns promptly to enhance their overall resort experience.
- Coordinated with other lift operators, the maintenance team, and ski patrol to ensure safety of guests at the resort

PROJECTS

FULL-STACK ENERGY MONITORING APP FOR RUFF   Sep 2024
- Collaborated with Ruff, a company specializing in solar panels, to develop a full stack application that allows users to monitor and analyze their energy usage. Served as the backed administrator, responsible for managing the server-side logic and database integration.

RECOMMENDATION ENGINE   May 2024
- Developed a recommendation system using Python and machine learning to suggest recipes based on user preferences and dietary needs.

CONTAINERIZED APPLICATION DEPLOYMENT   Jul 2022
- Utilized Docker Compose to containerize a full-stack application and successfully deployed it on AWS. This project served as the capstone for a course focused on the scalable deployment and management of containerized services in a cloud environment.

MULTIPLAYER VIDEO GAME DEVELOPMENT   Nov 2022
- Created a multiplayer video game using React for the frontend and deployed the backend on Heroku with a PostgreSQL database. The frontend was deployed on Netlify, providing a seamless and interactive gaming experience.

UNIVERSITY CAR SHARING AND LOGISTICS PLATFORM   Jul 2021
- Developed a web application using Ruby on Rails that facilitates car sharing among university students and staff, coordinating logistics within the app. Deployed the application on Heroku, ensuring reliability and accessibility for users.

ADDITIONAL

Technical Skills: Git, Github, Docker, Linux, AWS (EC2, S3, Lambda), Google Cloud, Heroku, React, Vue, Svelte, Angular, Ruby on Rails, SQL, Javascript, Typescript, HTML/CSS, Python, C#, C, Bash, Ruby, R.
Languages: Spanish (Native), English (C1)