

Alejandro Echeverría

email: alejandro.echev@gmail.com

website: vrey.com

WORK EXPERIENCE

Buda.com — *Senior Software Engineer / Agile PM*

FEBRUARY 2018 - PRESENT

Agile Project Manager and Lead Developer of Buda.com, the largest cryptocurrency exchange in Latin America, used by more than 100.000 users.

Tech Stack: JavaScript + AngularJS, Ruby on Rails, Kubernetes

Platanus — *Agile Project Manager*

OCTOBER 2018 - PRESENT

Agile PM at Platanus, one of the leading agile software companies in Chile.

Projects:

Aula Digital, an interactive environment for math learning used by high school students, currently being used by dozens of high schools in Chile.

Scope: 6 months, 4-person team

Tech Stack: JavaScript + Vue, Ruby on Rails

Tribotario, a digital assistant that helps companies with tax declarations, currently in beta.

Scope: 1 year, 4-person team

Tech Stack: JavaScript + Vue, Ruby on Rails

Thoughtworks — *Senior Consultant*

MAY 2017 - FEBRUARY 2018

Senior Consultant helping agile software development methodologies adoption in some of the largest companies in Chile.

Projects:

Senior Developer in first agile continuous delivery project taken by one of the largest retail companies in Latin America, developing an online wedding registry currently being used by thousands of users.

Scope: 7 months, 11-person team

Tech Stack: JavaScript + React, Java + Spring Boot, COBOL

SKILLS

Extensive experience developing complex full-stack web applications and interactive desktop applications.

Extensive experience managing agile continuous delivery teams, using and adapting multiple methodologies (Scrum, Kanban, ShapeUp).

Extensive experience developing 3D graphics applications for rendering, modeling and visualization.

Extensive experience designing and researching educational games.

AWARDS

Teaching Excellence Award, School of Engineering, Pontificia Universidad Católica de Chile, 2014

Doctoral Studies Scholarship CONICYT, Government of Chile, 2009-2012

Best Graduating Student Department of Computer Science, Pontificia Universidad Católica de Chile, 2008

LANGUAGES

Spanish (native),
English (fluent)

Akselos — Senior Software Engineer

MARCH 2015 - MAY 2017

Developer of Akselos Modeler, 3D modeling and visualization software for structural engineering simulation and analysis, currently being used to model and assess some of the largest engineering structures in the world.

Tech Stack: Python + Qt, OpenGL

BOAMine — Software Engineer

JUNE 2012 - MARCH 2015

Lead developer of DeepMine, an innovative strategic mine planning tool, used to operate some of the largest open pit copper mines in the world.

Tech Stack: C# + WPF, C++, DirectX

Microsoft Research — Research Intern

SEPTEMBER 2011 - DECEMBER 2011

Development of web-based application designed to study the effects of different activities and games on memory and information retention.

Tech Stack: JavaScript

TEACHING EXPERIENCE

Universidad de Los Andes, Chile — School of Engineering

MARCH 2019 - Present

Course: Software Design

Universidad Diego Portales, Chile — School of Engineering

AUGUST 2018 - DECEMBER 2018

Course: Collaborative Technologies

Universidad de Chile, Chile — School of Engineering

MARCH 2017 - AUGUST 2017

Course: Advanced 3D Rendering Algorithms

Pontificia Universidad Católica, Chile — School of Engineering

MARCH 2009 - DECEMBER 2016

Courses: Computer Graphics, Computer Architecture, Introduction to Programming

EDUCATION

Pontificia Universidad Católica, Chile — *Ph.D. in Computer Science*

MARCH 2009 - JUNE 2012

Advisor: Miguel Nussbaum

Thesis: Implementation And Classroom Integration Of A Collaborative Videogame To Support Teaching Electrostatics Conceptually

Pontificia Universidad Católica, Chile — *M.S. in Computer Science*

MARCH 2008 - JANUARY 2009

Advisor: Miguel Nussbaum

Pontificia Universidad Católica, Chile — *B.S. in Computer Science*

MARCH 2003 - JANUARY 2009

SELECTED PUBLICATIONS

The impact of Computers & Education measured beyond traditional bibliographical metrics

Computers & Education, June, 2019 DOI: 10.1016/j.compedu.2019.05.018

Alejandro Echeverría, Miguel Nussbaum, Casper J Albers, Rachelle S Heller, Chin-Chung Tsai, Johan van Braak

The atomic intrinsic integration approach: A structured methodology for the design of games for the conceptual understanding of physics

Computers & Education, September, 2012 DOI: 10.1016/j.compedu.2012.03.025

Alejandro Echeverría, Enrique Barrios, Miguel Nussbaum, Matías Améstica, Sandra Leclerc

A framework for the design and integration of collaborative classroom games

Computers & Education, August, 2011 DOI: 10.1016/j.compedu.2010.12.010

Alejandro Echeverría, Cristian García-Campo, Miguel Nussbaum, Francisca Gil, Marco Villalta, Matías Améstica, Sebastián Echeverría