ALEXANDER GÓMEZ DEL CARPIO

✉ alexsgdc@gmail.com   •   📞 (+51) 974 974 095
🐙 GitHub   •   in LinkedIn   •   Portfolio

NAME: Alexander Gómez Del Carpio   **NATIONALITY:** Peruvian

EDUCATION

UNDERGRADUATE IN COMPUTER SCIENCE
2019 - Current

Universidad Católica San Pablo — Arequipa, Peru
Ranked top 5 in my class - GPA 3.9 (Converted)
Expecting graduation: December 2025
Exchange Semester: Universidad Católica de Colombia, June 2023 - December 2023

SKILLS

PROGRAMMING LANGUAGES: Python | C/C++

FRAMEWORKS, TOOLS & MORE: Git | HTML | CSS | Angular.js | Typescript | Nest | VSC

JOB EXPERIENCE

AM DIGITAL
06/2024 - 08/2024

Web Development & AI Chatbot
Angular and Nest.js used to improve functionalities, creating responsive and user-friendly interfaces. Implemented a chatbot with AI for a bus company to improve ticket sales and enhance customer interaction.

ANDINA OUTDOORS INTERNSHIP
1/2024 - 4/2024

Web Scraping & Liquid
Conducted web scraping to gather information about potential clients and relevant competitor data. Utilized Liquid to modify and enhance the Shopify page, fixing bugs and improving design for a better user experience.

PROGRAMMING EXPERIENCE

FORMULA 1 DATA VISUALIZATION TOOL
8/2024 - 12/2024

Data Visualization & Web Development
Web platform developed with Flask, JavaScript/HTML/CSS & Python for identifying causes of bad performance in F1 cars. New type of visualizations are presented.

SQLITE IMPROVEMENT
5/2022 - 8/2022

Advanced Data Structures — Coursework
Performance issues were solved, mainly, coding an X-Tree in order to replace its R* Tree for range queries (C and SQL). Also, in my free-time I implemented all kinds of data structures.

FORMULA 1 PREDICTION MODEL
5/2024 - 7/2024

Artificial Intelligence
Deep neural networks were implemented to compare two infrastructures and see which performs better to predict final position of a driver in Formula 1.

CHOCOPYCOMPILER
7/2023

Language Processing — Coursework
Implementation of a tokenizer and a parser with its parsing tree of the ChocoPy Language with Python.

RUBIK'S CUBE & PARAGLIDING
08/2022 - 11/2022 & 05/2023

Graphic design — Coursework
A 3D Rubik's cube with OpenGL from scratch. Also, fixed issues and creating new features in Paragliding project (VR).

HONORS & AWARDS

MATH REGIONAL CONTEST (ONEM)
2017

LANGUAGES

SPANISH Native   **ENGLISH** Advanced   **ITALIAN** Advanced
PORTUGUESE Upper-Intermediate   **PERUVIAN SIGN LANGUAGE** Intermediate   **SWEDISH** Elementary

INTERESTS

Coding, learning languages, traveling, sports (Pro-soccer player in 2019, Tennis & F1), Greek Mythology & Astronomy.