Luis A. "Han" Rodríguez González

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EDUCATION

Tecnológico de Monterrey

Aug. 2020 – Present

Bachelor of Science in Computer Science (GPA: 97/100)

Expected graduation: Jun. 2024

- Relevant coursework: data structures, web development, data analytics, statistics, agile, software requirement analysis, linear algebra, networks, mobile development
- Vice President of TECoding (Feb. 2022 Present): organize meetups, teach Git workshops, and lead Guadalahacks 2023, the first state-wide hackathon in the state of Jalisco

Major League Hacking Fellowship & Meta (Facebook)

May 2022 – Aug. 2022

Production Engineering Fellow

- Completed a 12-week curriculum on Production Engineering, with workshops hosted by industry experts
- Created open-source portfolio website template using Python, Flask, Jinja, MySQL, Nginx, and unittest
- Automated testing and deployment with CI/CD and set up monitoring and alerts in Prometheus and Grafana

EXPERIENCE

Intel

Easytrack GPS

Sep. 2023 – Present

Software Engineering Intern

Mobile device tracking using Golang and custom data transmission protocols

Microsoft

Jun. 2023 - Sep. 2023

Software Engineering Intern

- Design and define specifications for 2 Windows AI/ML core experiences and deploy using feature gating
- Determine indicators and implement a data collection strategy with telemetry to assess success

Software Engineering Intern

Sep. 2022 – May 2023

- Built Linux documentation service in Flask, eliminating the need for individual setup and execution
- Automated OS deployments with a script that eliminated all manual steps for at least 3 teams across 2 offices

Tecnológico de Monterrey & Inter-American Development Bank

Sep. 2021 – Jul. 2022

AI/ML Research Assistant

- Automated data cleaning and model exploration to find optima from 40 configurations and 4 data sets
- Researched and implemented Natural Language Processing algorithms to find insights on school dropout

CERTIFICATIONS

Accessibility in Action (Microsoft, 2023), Scrum Fundamentals Certified (SCRUMstudy, 2023), Specialization in Data Science (I, II; The Johns Hopkins University, 2022)

PROJECTS

NavigAbility - Accessibility Category Winner in Microsoft Intern Hackathon | SwiftUI

2023

• Built iOS application frame implementing native Maps API and client-side navigation result filtering

IBM SkillBoard | Docker, React, Ruby on Rails, MongoDB, Flask, scikit-learn

2023

- Generated exploratory analyses using Natural Language Processing TF-IDF algorithm to identify key skills
- Set up Docker Compose containers and orchestration, and implemented GitHub CI/CD with DigitalOcean

<u>Ilikia: Geriatric Assessments</u> | React, Node, Express, MySQL, Unity3D

2022

• Developed Express back-end serving a REST API to process and filter structured exam results

Monopoly Strategist | Python, Numpy

2021

Modeled the probability of landing on any tile with a Markov chain to find the most profitable tiles

SKILLS

Developer Tools: Git, GitHub Actions, CI/CD, SSH, Linux, Docker, DigitalOcean, Firebase, Nginx, unittest Programming Languages: Python, Bash, C/C++, MySQL, JavaScript, HTML/CSS, R, C# (Unity), SwiftUI

Web Development: React, Flask, Node.js, Express.js, Ruby on Rails

Data Libraries: pandas, NumPy, Matplotlib, TensorFlow, NLTK, Gensim, scikit-learn