Andrés F. Barco (2020)

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About Andrés

Andrés F. Barco is a Colombian national, born and raised in the city of Santiago de Cali. Andrés has been teacher and researcher in the areas of computer science, informatics and multimedia engineering. His teaching areas include programming, systems architecture, web/mobile development and project management. Currently, Andrés works part time at Universidad Santiago de Cali, as a lecturer for bachellor level and as developer (checkout ongoing work using reactjs, ionic/angular and react-native). Wanting to contribute in a IT company, and improve his skills, Andrés is looking for a position as a software developer.

Skills

- **Languages**

  - Spanish (native), English (fluent), French (fluent)

- **Paradigms**

  - Object Oriented, Functional, Structured, Declarative, Logic, Constraint Programming

- **Programming languages**

  - C++, Java, C, Javascript, Python, SQL, Prolog, Mozart-Oz, C#

- **Technologies**

  - Linux OS, Windows OS, Git version control, Latex document generation, Android, NodeJs and NPM, Angular, React, React-Native, Ionic, MongoDB, MySQL, Dotnet, DJango

Education

- **Université de Toulouse, Mines d'Albi**   Albi, France
  Ph.D. in Informatics and Industrial Engineering.   *2013 – 2016*

- **Pontificia Universidad Javeriana - Cali**   Cali, Colombia
  MSc in Engineering with emphasis in Computer Science   *2010–2012*

- **Universidad del Valle**   Cali, Colombia
  B.Sc in Systems Engineering   *2002–2009*

Experience

- **Universidad Santiago de Cali**   Cali, Colombia
  Associated professor   *2019 – current*
  - Currently I am part time associated profesor at Universidad Santiago de Cali, in Colombia.
  - My job involes teaching at bachelor and master levels, academic research and apps development (full stack), among other duties.

- **Universidad San Buenaventura Cali**   Cali, Colombia
  Assistant professor   *2017 – 2018*
  - My job involved teaching at bachelor and master levels, academic research and students advicing, among other duties.
  - Worked on virtual and augmented reality apps (Three.js and Unity 3D).

- **École des Mines d'Albi-Carmaux, France**   Albi, France
  Teaching assistant and research assistant   *2013 – 2016*
  - My work involved research and teaching to bachelor level students.
  - Worked on a building renovation project by implementing in Java several algoritmic solutions (heuristic search, cutting algorithm and constraint programming) for a layout problem.

- **Universidad Javeriana Cali, Colombia**   Cali, Colombia
  Lecturer and junior researcher   *2009 – 2013*
  - My work involved research and teaching to bachelor level students.
  - Worked on the implementation (in Prolog) of an interpreter for the operational semantics of two novel spatial and epistemic concurrent constraint calculi.
  - Worked on the integration of two constraint programming systems: Mozart-Oz (Oz language) and Gecode library (C++).

Extracurricular activities

- **Jujitsu at Budokan Albi**   Albi, France
  Martial Arts   *2014 – 2016*
- **Salsa Dancing at LatinAngels Albi**   Albi, France
  Salsa dancing group   *2014 – 2015*
- **Capoeira Group at Pontificia Universidad Javeriana-Cali**   Cali, Colombia
  Sport events   *2009 – 2011*
- **Chess Group at Pontificia Universidad Javeriana-Cali**   Cali, Colombia
  Chess contests   *2009 – 2010*
- **Student Group CENESIS at Universidad del Valle**   Cali, Colombia
  School of Computer Science discussion group   *2004 – 2007*
- **Colombian Scouts Association**   Cali, Colombia
  Rover Scout   *2000 – 2003*