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DANIEL CORREA

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Computer Science degree candidate (Ceremony: June 24) with focus on software development, service oriented architecture, and algorithms design. Challenge driven, always willing to learn, passionate about implementing new technologies and writing code.

EDUCATION

B.Sc. in Computer Science

Universidad de Extremadura/Spain September 2015 - July 2016

Cumulative Average: 8.41/10.00

- One year Interchange Scholarship
- · SOA, Data Mining, IoT with Arduino, Search (Elasticsearch, Crawler Design), AngularJS and other courses
- HackForGood 2016 participation (MBA scholarship on UPM University postulation)

Universidad del Valle/Colombia 2012-2017

Cumulative Average:

4.38/5.00

B.Sc. in Computer Science

Awarded Academic Scholarships for being at the top of the class.

- Computer Science Study Center (CENESIS) coordinator for student events from 2013 to 2015.
- Participated in ACM-ICPC International Collegiate Programming Contest 2013-2014.
- Selected as Junior Software developer in the Cedesoft center (University's Software development center).
- Teaching assistant of Algorithms and Programming, Discrete Math, Introduction to IT and Calculus I courses 2012-2014

HIGHLIGHTED PROJECTS

- Movie-Cli (2016): Final project of AngularJS certification by AlertLogic. Web UI client of TMDB API developed in AngularJS 2. Available on: https://danielcb29.github.io/Movie-Cli/
- Coldeportes (2015): Team member for a large scale application (2 million users) to manage Colombian sports tournaments, inventory, players, and sporting venues.
- Planillas 1.0 (2014): Google Apps Script project to manage and store trip documentation for the travel company Ejecutivos CTA. This project works with Joomla running on Linux Server. Available on: http://contratos.transespecialejecutivos.com

HIGHLIGHTED SCHOOL COURSES AND TECHNOLOGIES

Undergraduate classes

- Software Development I & II (2015): Java & Django
- Artificial Intelligence (2015): Python
- Databases (2014): Java & SQL Postgres

- Networks (2014): C & Python
- Analysis and Design of Algorithms (2014): C++
- Operating Systems (2014): CentOS & Java

Languages and Technologies

- Programming languages: Python (Django), Java, C++, Scheme, and Ruby
- Front-end Programming: AngularJS 1 & 2, HTML5, CSS3, JQuery, Bootstrap, Cordova & Ionic and Google Apps scripting
- Database: PostgreSQL, MySQL database systems, HBase (Hadoop). Elasticsearch for indexing and information retrieval.
- Source Control: GitHub, BitBucket
- · Spanish (Native), English fluent

Experience

Software Engineer

PSL-International/Medellín-Colombia

January 2016 - Current

- · Project GTL Tablet Management: Inmates tablets configuration management, command and control functionality
- Scrum software Methodology
- Spring MVC, Spring Data, Spring Security with an AngularJS / Bootstrap based UI and MSSQL backend.
- · Rol: UI principal engineer

Software Developer

Cedesoft (Univalle)/Cali-Colombia Feb

February 2015 - December 2016

- Project "SIND Coldeportes", a SaaS solution for the Colombian sport department, which manages information of inventory, players, people, events, and tournaments of Colombian sport leagues, clubs and other entities.
- · Agile and Extreme Programming (XP) Software Methodology
- Django used as a web framework with Bootstrap for front-end
- PostgreSQL Multi-tenant database model for SaaS application. REST API for athletes information.