

David Ruiz García

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Summary

Proactive and self-taught computer engineer with initiative. General knowledge in the product life cycle as well as its evaluation processes. Mastery of various programming languages and frameworks used in the industry. Academic experience in the development of software and machine learning projects applying agile development methodologies.

Professional experience

- Technological University of the Mixteca - 6 months in 2019 - Developer.

Development of an academic project for the creation of a text recognition system in images, comparing the performance of a vector support machine and a convolutional neural network developed with Tensor-Flow.

- Technological University of the Mixteca - 6 months in 2019 - Developer.

Development of a school project to detect the automatic diagnosis of glaucoma, implementing the phases of segmentation, extraction and selection characteristics, classification and diagnosis. Developed in python and matlab and using scikit learn tools. Development of the research process, performance tests for the generation of a scientific article.

- Technological University of the Mixteca - 6 months in 2018 - Developer

Development of a web sensing system of photovoltaic cells in real time using web sockets communication under the Nodejs environment mounted on a raspberry pi.

- GSI Group, professional practices - 2 months in 2018 - Developer

Collaboration in the migration of modules for the management of medical studies of the computer system for the National Cancer Institute. Development of modules for the control of external financial support to benefited patients, working under the scrum methodology and using Microsoft .Net technologies for their development and Github as a system for updating and releasing versions. Creation of test matrices for the evaluation and validation of modules.

- Technological University of the Mixteca - 4 months in 2017 - Developer

Development of a system for the automatic detection of breast cancer. Implementation of mass segmentation algorithms using Opencv and extraction of image descriptors for classification using divergence algorithms of oriented gradients, binary linear patterns and haralick descriptors. Compilation of scripts developed in the c ++ programming language under the Kanban methodology.

Domain technology tools.

Programming languages

▪ C / C++ ▪ Java ▪ Python ▪ Javascript ▪ Visual Basic ▪ C# ▪ PHP ▪ SQL ▪ Bash

Standards

▪ HTML5 ▪ CSS3

Frameworks and Libraries

▪ scikit-learn ▪ Tensor-flow ▪ Opencv ▪ Angular ▪ ReactJs ▪ Bootstrap

Languages: Spanish (native) and English (conversational).

Workshops

- Ontologies with the Protégé and institutional repositories.

Technological University of the Mixteca.

April 2017

- Video game programming in unity 3d.

Technological University of the Mixteca.

November 2014

Education

Computer engineer.

Technological University of the Mixteca.

2013 – 2019.

Bachelor's degree IT specialist.

College of Scientific and Technological Studies of the state of Oaxaca campus 5.

2010 – 2013.