Santiago Contreras
Systems Engineering Student

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Up-to-date version of CV is available at
 https://disaa0.github.io/cv

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Education

Aug 2020 - ongoing
University of Sonora
Information and Communication Systems Engineering

Key projects:
- Notarius: I lead the QA and Deployment development teams of Notarius, a Notary management software.
  `Python` `Qt` `Spiral`
- UniSon Online: I worked on the deployment and implementation of an hypothetical University of Sonora private social network platform.
  `PHP` `JavaScript` `CSS` `MySQL`
- PetCenter: I lead the development of PetCenter, a website that manages all of the functions of a veterinary.
  `Python` `Flask` `Bootstrap5`

Oct 2023 - Feb 2024
Łódź University of Technology
Abroad Semester

Key projects:
- SMS Spam classification model: The overarching objective of this project was to leverage the capabilities of Apache Spark for large-scale data processing to develop an effective machine learning model for classifying SMS messages as spam or non-spam.
  `Apache Spark` `Machine Learning` `Naive Bayes`
- VR interactive videogame: Developed a VR interactive game compatible with Meta Quest headsets using the MetaQuest Unity SDK.
  `Unity` `C#` `MetaQuest`
- OpenVPN Implementation: Implemented OpenVPN on a Virtual Private Server (VPS) to establish secure and encrypted connections.
  `OpenVPN` `Networking` `Linux`

Skills

- Strong problem-solving skills and ability to work in a team environment.
- Experience with agile software development methodologies.
- Familiarity with containerization technologies such as Docker.
- Experience with version control tools and platforms.
- Deep knowledge of Linux operating systems.
- Familiarity with relational Database Management Systems such as MySQL, PostgreSQL and SQL Server.
- Ability to write clean, maintainable, and efficient code.

Languages

Spanish
Native

English
Fluent