

FERNANDO CORTE VARGAS

Data Analytics Engineer

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🌐 Portfolio

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🐙 GitHub

📍 Rotterdam, NL

🌐 LinkedIn

SUMMARY

I am a dedicated, motivated, and detail-oriented Analytics Engineer with a deep passion for data and software. With a strong set of programming and design skills gained through relevant work experience, coursework and personal projects, my career goal is to become a well-rounded data professional while continuously expanding my knowledge and skills.

SKILLS

Data Engineering: SQL, dbt, PostgreSQL, AWS, Kubernetes, Terraform, Dagster, Docker, Python

ML Engineering: Pandas, TensorFlow, PyTorch, scikit-learn, Ray RLLib, Azure ML, REST APIs, SageMaker, MLflow

Other: Git, Bash, C++, Unity, C#, \LaTeX , Agile.

EXPERIENCE

- 7/2024 - ongoing **Data Analytics Engineer** TicketSwap
- Built and maintained end-to-end data pipelines, with a focus on optimizing the data transformation layer using dbt, Kubernetes and AWS.
 - Applied key data engineering concepts and best practices to deploy and maintain the company's data infrastructure.
 - Generated actionable insights by leveraging business intelligence and data analysis tools to drive strategic improvements and decision-making.
- 7/2021 - 6/2024 **Senior Host** X TU Delft
- Lead front desk employee at the sports and culture center of the university. First point of contact for customers and responsible for the handling of complaints and scheduling of other front desk employees.
 - Provide online and on-site support for customers, troubleshooting, and emergency response.
- 9/2022 - 1/2023 **Machine Learning Intern** Viroteq.ai
- Developed and tested a look-ahead algorithm to enhance the reinforcement learning-based on-the-fly mixed palletizing stacking AI provided by Viroteq.ai.
 - Learned to use Ray RLLib, and learned the basics of Docker and Azure cloud computing services.

EDUCATION

- 9/2021 - 6/2024 **M.Sc. Cognitive Robotics** Delft University of Technology
Graduated. Average GPA: 8.1/10.
- 9/2017 - 1/2021 **B.Sc. Aerospace Engineering** Delft University of Technology
Graduated. Minor in Computer Science.

PROJECTS

- 1/2024 - ongoing **Plant Mania**
Currently developing Plant Mania, a solo-developed web app to manage my plants at home. This web app is a learning exercise to learn about full-stack development, utilizing PostgreSQL for robust database management and Python-based APIs for seamless communication between backend and frontend components.
- 7/2023 - ongoing **Ofrenda**
Currently developing Ofrenda, a solo-developed video game that I took on as a hobby. This video game is a 2D pixel art puzzle platformer, inspired by the Mexican holiday Día de Muertos. Working on the end-to-end development with C# using Unity, the design of animated sprites with Aseprite, and the design of gameplay mechanics and levels. Aiming to release the game in the long term.
- 4/2023 - 7/2023 **Retail Robotic Arm Manipulator**
Contributed to the software development of a mobile manipulator robot designed to relocate incorrectly placed products on supermarket shelves, in collaboration with Ahold Delhaize. Focused on computer vision and human-robot interaction to ensure safety and promote engagement with customers in retail environments.

LANGUAGES

Spanish - native, English - C1+, French - C1, Dutch - B2, Portuguese - B1, Dutch Sign Language - B1