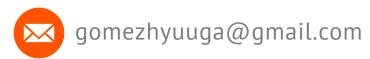
Fernando Gómez Herrera

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PROFILE

I am a mexican *Software Engineer*, currently studying a *MSc.* in *Computer Science and Machine Learning*, with wide experience in web technologies and deep learning recently. I do also work as a freelance whenever I encounter a new project and because of that I'm learning new stuff everyday. I love to practice yoga or take long walks. I'm a bookworm, geek, anime fan and tech entrepreneur. **Languages:** english (advanced), japanese (basic).

WORK, PROJECTS & HIGHLIGHTS

- 10. 2017 **16th Mexican International Conference on Artificial Intelligence**Article and presentation of: A Quartile-Based Hyper-Heuristic for Solving the 0/1 Knapsack Problem.
- O6. 2017 **Stevens Institute of Technology** New York Area | *Summer Research Internship* Application of visualization techniques to display user behavior patterns in web browsing.
- 07. 2016 **Hewlett Packard Enterprise** Sillicon Valley, *Software Engineer Contractor* Application made in Node.js, Grommet & C++ related to Value at Risk analysis of finnancial portfolios.
- 10. 2015 ACM ICPC 2015 Contest participant: Mexico and Central America
- O6. 2015 **Front-end developer** Intelimétrica | Summer work, *React.js, Selenium* Acceptance tests to ensure quality of the business services. Development of real estate dynamic pricing maps.
- O6. 2013 **Full-stack developer** Summa Di-Saas | *Ruby on Rails, AWS, Django* Kickstart of the development area of the company, leading the first tech projects.
- O3. 2013 **SiRASS** Universidad Autónoma de la Ciudad de México (Servicio Social) | *Ruby on Rails* Project leader and developer of a system for the social service office. It reduced by ~50% waiting times.
- O1. 2011 **Fedora community** +3 years involved in the community | FBN, fedoraproject.org Chair of Fedora Blogger Network, creation of guides and support to the community through IRC channels.

EDUCATION

Tecnológico de Monterrey Campus Estado de México

MSc. in Computer Science

· Web bot detection (SIVT) using Machine Learning

BSc. in Computer Science

California State University, Chico

Game Development & Design

2012 **IPN CECyT 9 "J.D.B.P"**

Technical degree in programming

TECH SKILLS

Python 3 + Numpy/Pandas

Deep Learning (Keras)

Scikit-Learn

Ruby on Rails

JS + jQuery + React



Also: R, Visualization Tools, Google Cloud Platform, AWS, MySQL, MongoDB, Firebase, Docker, DevOps, Node.js, Angular, Django, Git, Erlang, Clojure, Swift, C/C++, z/OS, Selenium, TDD, Octave, Matlab, Jekyll.



2016

Code School: Ruby, Rails, Fundamentals of Design, Front-End Foundations, SQL. Microsoft: HTML5 & IE9 diploma.

Coursera: Computer Vision, Andrew's Ng ML Course

DataCamp: Basic & Intermediate Python for Data Science, R Courses **Others:** Fast.ai First Course, Fast.ai's Intro to Machine Learning