BRUNO RAMIREZ

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HIGHLIGHTS OF QUALIFICATIONS

- Over 5 years as a Principal Software Engineer, leading requirement analysis and process engineering design efforts.
- Proven track record with over 7 years of experience, spanning more than 80 diverse projects from inception to delivery.
- Demonstrated success in designing and implementing AI models for predicting organic behaviour, informed by extensive literature analysis.
- Intrinsic love for programming and problem-solving, with a strong solutions-oriented mindset that drives innovative thinking and delivers results.
- Strong communication skills and a demonstrated ability to thrive in dynamic work environments, embracing change with ease.

TECHNICAL PROFICIENCIES

Programming

- Languages: C#, JavaScript, Typescript, Python, Java, T-SQL.
- Skills: Data Structures & Algorithms, AI/Machine Learning.
- Styles: OOP, Scripting Programming, Procedural Programming.

Software Development

- Back-end: ASP. NET (.NET Framework and .NET Core), Node.js, Flask, Java RWS.
- Databases: MSSQL, PostgreSQL, MongoDB, MySQL, Oracle SQL.
- Front-end: React, Vue.js, Winforms, WPF, JavaFX.

BA/PM

- Data Visualization: Power BI, ArcGIS.
- Business Analysis: Requirement Engineering, Engineering Process Design.
- Waterfall and Agile Project Management

EDUCATION

Ontario College Advanced Diploma   George Brown College   Sep 2021 - Apr 2024
(Computer Programming and Analysis)

Bachelor   UPC   Feb 2018 - Aug 2021
(Ingeniería de Sistemas)

EMPLOYMENT HISTORY

Part-time Software Developer   **Freelance**   **Feb 2022 - Present**

- Pursued interesting projects across various fields, including machine learning classification/recognition and platform/extension development.
- Engaged in projects where expertise added value to businesses and individuals.

AI Project Assistant   **George Brown College**   **May 2024 - Sep 2024**

- Analyzed scientific papers and sensor data to create prediction models.
- Led a team of three developers in generating an AI pipeline.
- Developed comprehensive documentation based on findings from the literature analysis.

Tutor & Teacher Assistant   **George Brown College**   **May 2022 - Apr 2024**

- Supported students from diverse backgrounds and programs in mastering programming concepts.
- Explained complex topics in detail to foster a deeper understanding of coding.
- Encouraged student engagement and interest in programming through interactive teaching methods.

Principal Software Engineer   **Agrosoft**   **Feb 2017 - Aug 2022**

- Directed the development and deployment of over 80 agricultural software projects, spanning both backend and frontend technologies.
  - Languages: C#, JavaScript, TypeScript, Python, VB.NET.
  - Backend Technologies: ASP.NET, Flask, Express.js, SQL Server.
  - Frontend Technologies: React, Winforms, WPF, Vue.js.
- Managed projects, gathered client requirements, and designed/implemented APIs to meet evolving project needs.

- Applied requirements engineering and engineering process design to ensure efficient, scalable, and well-structured solutions.
- Conducted data analysis, optimized SQL databases, and developed reports with clear insights for clients.

Game Developer   **Feels Good**   **May 2018 - Sep 2018**

- Developed mini-games for VR technologies using the Lenovo Explorer VR Headset and Unity.
- Collaborated in a startup environment as part of a small development team.

ACHIEVEMENTS

- Ranked 10th in the Canada-wide IEEEXtreme 16.0 programming competition, placing among the top 13% globally.
- Graduated with Honours from George Brown College with a 3.72 GPA.
- Certified in Imagery, Automation, and Applications using ArcGIS GIS technologies - UCDavis, Coursera.