

Jesús Pereira

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Skills

Programming Languages MATLAB, Python, JavaScript PHP, SQL, C++.

Other Languages Tex, HTML, CSS.

Programs and Platforms SolidWorks, ANSYS Mechanical, ANSYS Fluent, MATLAB, OverLeaf, Excel, PowerPoint, Word, Google Docs.

Personal Information

Currently I'm a 10th trimester, Mechanical Engineering student at Universidad Simon Bolivar, member of the university Formula SAE team, passionate on learning, motor sports and programming, and capable of resolving issues that require teamwork and cooperation.

Languages

Spanish	Native
English	Advance
German	Basic
Portuguese	Basic

Courses

Oct/2019 CSWA, SolidWorks Associated. Credential: **C-4JDU269MA5**

Apr/2020 Certification - EF-SET with 80/100. Credential: **EF-SET**

May/2020 Introduction to Programming with MATLAB. Credential: **E63RKFRUKWEU**

Jul/2020 Statistics with Python Specialization. Credential: **NE5BJHUXH5VM**

Jul/2020 Engineering Project Management Specialization. Credential: **YMNNPDXQL97L**

Aug/2020 SQL for Data Science. Credential: **MSH6GML4W8AM**

Sep/2020 Web Applications for Everybody Specialization. Credential: **ANPQ4PCVDUKY**

Education

Apr/2016 - Present **Mechanical Engineering**
Universidad Simón Bolívar
160 credits (73% of the total)
Academic Index: 4.92/5.00

Previous Jobs

Jul/2020 - Present

Technical Director / Chassis and Brakes Director

FSAE USB

As Technical Director, I'm in charged of directing and controlling the actions of the technical divisions of the team. This position requires leadership, planning and good communication with every one of the division leaders. Motor sports, vehicle dynamics, computer aided design (CAD), and computer aid engineering (CAE) are some of the technical areas that this positions requires. Additionally, this particular year, I was also in charged of the brakes and chassis divisions.

Jul/2019 - Jul/2020

Chassis Director

FSAE USB

As chassis director, I got the responsibility of design, build and verify a variety of systems, some of them are the frame and its connections to the variety of other system that work together to make a functional formula SAE prototype, and the security systems that are require (all of this, building on top of the competition rule set). This division has a key role in the communication with the other divisions, as it's responsible to develop a design that allow good synergy around all the systems.

Jul/2018 - Jun/2019

Suspension Member

FSAE USB

This division is responsible of the design, construction and testing of the suspension system of a formula SAE prototype. During this period, I worked along side other students to achieve a functional system, acquiring knowledge over design software like SolidWorks, machining tools like lathes and milling machine, and basic mechanical standards like fasteners.

Projects

Jun/2020 - Jul/2020

Web Page

jesusepp.github.io

During the period of quarantine that happened during 2020, I started to learn about web development, mainly from curiosity. But, as a personal task to practice my newly developed skills, I started this project along side my friend José, to develop a personal website that served as a more detailed and visual-friendly source of information about my self.

Apr/2020

Minesweeper with Python

[/jesusepp/minesweeper](https://jesusepp/minesweeper)

Using the Python programming language, and with the objective of practicing my new acquire skills using it (I recently did an online course of Python), I made a version for terminal of the classic minesweeper game. I believe the results were good, link to the source code provided above.

Mar/2020 - Present

Curriculum

[/jesusepp/Curriculum-en-LaTeX](https://jesusepp/Curriculum-en-LaTeX)

For practice purposes, and basically for making my own curriculum, I decided that a good place for improving my LaTeX skills was to do write it my self with this language. It is an on going project, and you could find a link to its source code above.

Jan/2020 - Apr/2020

Virtual Formula 2020

vi-grade.com - 2020 Results

This is a virtual competition related with FSAE teams, and this year our team decided to take part on it (with me in charge). This is a competition based on simulating a car with the Virtual Race Car software (lap simulator), where each team had to build the faster configuration inside the regulations of the competition. We finished 20/35, been this our first time in this competition and using this software.