Joaquin Garmendia Cabrera

I'm a Computer Science Student at Universidad Catolica San Pablo. My favorite areas are Data Structures and Algorithms. Actually, I'm researching flowshop scheduling problem with flowtime as objective function.

🎓 Academic Activities

Competitive Programming

Contestant **2014 - 2017**

- It taught me to develop my skills principally in problem solving, mathematics and debugging. Also, it teach me teamwork.

Coach & Instructor of Competitive Programming **2017 - 2018**

- Teaching challenged me to transmit my ideas clearly
- Contents can be found here

Participation in Programming Competitive Camps:
Brasil 2015, Argentina 2016 & Brasil 2017

ACM Chapter

Chair **Aug 2017 - Aug 2018**

- Chair position helped me to develop management skills, learn to work with multidisciplinary teams and spread Computer Science through events, workshops, contests, etc.

Member **2014 - Present**

What does the chapter?

- Open Source Events: Hacktoberfest, GsoC
- Education Events: Scholar Programming Contest(CEP), Hour of Code
- Competitive Programming Events: Programming Camp 2015

(These aren't all the events of the Chapter, I just mention the ones that I participate more)

Some interesting stuff that I developed:

- Huffman coder and decoder
- Webpage to handle market inventary, developed in Revel(Go), and another really similar developed in Django(Python)
- A Visualizationt related to ants, you can learn more about it below
- A small RDBMS that accepts SQL-like querys
- A distributed graph system with redundancy, and a custom communication protocol, using c(sockets)

Projects

Contribution to Open Source

I really like to contribute on Open Source Projects!.

- I contributed to learning projects like e-maxx-eng and binarytree
- I help to maintain and create PKGBUILDS of my favorite software. Contributions in AUR Archlinux

- I have some minor contribution to Linux Kernel
- I also try to help in StackOverFlow

gAntz

A visualization that helps to hunt alate Ant Queens, using structured data from AntWeb API and crawled data from lamarabunta

Huffman D&C

A Demonstration of Huffman Algorithm working on any box

Technology

Operating System

Linux & Windows

Languages

C++, Python, Go

Web

Javascript, Scrapy, Leaflet, Gulp, Stylus & JSON

Other

Bash, GNU awk, GNU sed, Emacs, LaTeX, PostgreSQL

💼 Work

Emptor

Software Engineer **Sept 2018 - Present**

- Developing crawlers for latAm pages using Scrapy, AWS.
- Improving performance on integration code.

✌ Personal Interests

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I like to practice Muay Thai

Favorite books

I just got an Ant Queen!, hope to make a great colony!