

jorgesaldivar@gmail.com

## Jorge Saldivar Galli

### Summary

Information Technology Engineer and open-source supporter with experience as a software developer, researcher and teacher assistant.

### Interests

Social Impact technology, Collective Intelligence, Open Innovation, Crowdsourcing, Software Engineering, Business Process Management, and Social Network Analysis.

### Education

*2011 - current*

**PhD in Information and Communication Technology** - ICT Doctoral School, University of Trento, Italy.

*2001 - 2007*

**Bachelor of Science (B.Sc.), Informatics Engineering** - Catholic University "Nuestra Señora de la Asunción", Asunción, Paraguay.

**Thesis:** *Improving cooperative and competitive behaviors on visually impaired children.*

### Awards and Honors

FC-UPM-IB scholarship for post-graduated studies at Universidad Politécnica de Madrid.

Golden-medal for best graduated student of 2000 class at San José High-School.

### Professional Experience

*October 2013 - December 2013*

*Visiting Researcher* - Information Analysis Division Hewlett-Packard Laboratories, Palo Alto, California, USA.

Modeling, designing and implementing analytic tools for large-scale parallel-executed SQL queries.

**Platform:** Web-based.

**Technologies:** Javascript, Java.

*November 2011 - August 2013*

*Researcher* - BPM4People Project (<http://www.bpm4people.org>): EU-funded research project.

BPM4People aims at constructing simple, low-cost, high performance methodology, tool suite, and application portfolio that will help B2B organizations harness the flexibility of social business processes design and deployment.

*November 2011 - March 2013*

*Researcher* - Ianus Project (<https://sites.google.com/site/ssbptester>): Trento-province-funded research project.

IANUS aims at business process improvement through a business activity monitoring (BAM) solution that is able to monitor the execution of business processes in highly distributed and loosely-coupled environments.

Development of a spreadsheet-based business process testing tool.

**Platform:** Web-based.

**Technologies:** Javascript, Java, Google App Scripts, Google Drive API, MySQL, Activiti.

**Repository:** <http://goo.gl/ZaVlwg>

*January 2010 - July 2011*

*Head of Education Technology* - NGO Paraguay Educa.

Responsible for the deployment of innovative technologies in schools benefited the project One Laptop per Child.

Development of applications and main-stream patches.

**Platform:** Sugar Learning Platform

**Technologies:** Python, PHP, Javascript, MySQL, Git.

**Repository:** <http://git.sugarlabs.org/~jasg>

*March 2008 - December 2008*

*Head of Technology* - One Laptop per Child pilot project

Responsible of the technical aspects needed for deploying the pilot. Mounting servers, setting up XO laptops, developing sugar learning platform applications.

**Platform:** Sugar Learning Platform

**Technologies:** Python.

*March 2007 - December 2007*

*Software Developer* - Azucarera Iturbe: Sugar Industry

Development, test and maintenance of a business management system.

**Platform:** Web-based.

**Technologies:** Ruby on Rails, Javascript.

*February 2006 - July 2007*

*Assistant Professor* - Science and Technology School, Catholic University  
“Nuestra Señora de la Asunción”

Assistant Professor in Programming Languages 1 class of the Informatics  
Engineering program.

*December 1999 - December 1999*

*Software Engineer* - High-School internship at Casa Escauriza I.C.S.A: Cane  
Industry

Development of a billing system.

**Platform:** Win 32.

**Technologies:** Visual Basic.

#### Technical skills

- Languages: Java, Python, Javascript, R, PHP, SQL, Ruby, C, C++, Bash, C#, Visual Basic.
- Frameworks: Ruby on Rails, Yii, ExtJS, Qooxdoo, Drupal, Play, JQuery, Bootstrap.
- Operating Systems: Linux, OS X, Windows.

#### Open source contributions

*Club de Othello*: Educational application for visually impaired children (<http://activities.sugarlabs.org/en-US/sugar/addon/4286>)

*Poll*: Application for creating polls, collecting votes, and analyzing the community opinions. (<http://activities.sugarlabs.org/en-US/sugar/addon/4074>)

*Labyrinth*: Mind-mapping application that supports text, images, and simple drawings. (<http://activities.sugarlabs.org/en-US/sugar/addon/4078>)

*Fingerprint Attendance*: Desktop software application that leverages on fingerprints the attendance at events, classes or work. (<http://sourceforge.net/projects/attendancesys>)

*Agora 2.0*: Web-based platform for fostering on-line and on-site civic-participation. (<http://github.com/joausaga/agora20>)

## Publications in Refereed Conferences and Journals

- [1] [UNDER-REVIEW] J. Saldivar, C. Vairetti, C. Rodriguez, F. Daniel, F. Casati, R. Alarcón. *Spreadsheet-based testing of business process*. ACM Transactions on Management Information Systems.
- [2] G. Schiavo, M. Milano, J. Saldivar, T. Nasir, M. Zancanaro, G. Convertino. *Agora2.0: Enhancing Civic Participation through a Public Display*. 6th International Conference on Communities and Technologies, 2013, Munich, Germany.
- [3] [TECHREPORT] J.Saldivar, C. Rodríguez, F. Daniel, F. Casati. *Rapporto su tecniche di simulazione dei servizi attivati dai processi*. Ianus Project, 2013.
- [4] [TECHREPORT] J.Saldivar, F. Daniel, C. Vairetti, C. Rodríguez, F. Casati. *Rapporto su tecniche di esecuzione di functional regression sui processi*. Ianus Project, 2013.
- [5] [TECHREPORT] C. Vairetti, C. Rodríguez, J.Saldivar, F. Daniel, F. Casati. *Rapporto sui metodi innovativi di verifica della correttezza funzionale*. Ianus Project, 2013.
- [6] J. Saldivar, L. Cernuzzi. *Resultados del Club de Othello XO: Una Experiencia de Aprendizaje en Ambiente de Interacción Social*. Congress of Technology Support Disabilities (IBERDISCAP), 2010, Ciudad de Mexico, Mexico.
- [7] L. Cernuzzi, J. Saldivar. *Club de Othello Xo: Una Experiencia de Aprendizaje en Ambiente de Interacción Social*. Congress of Technology Support Disabilities (IBERDISCAP), 2008, Cartagena, Colombia.