jorgesaldivar@gmail.com
http://jorgesaldivargalli.com/portfolio

Jorge Saldivar Galli

Summary

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

Interests

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

Education

2011 - current

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

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 graduated studies at Universidad Politécnica de Madrid.

Golden Medal for best graduated 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 business system.

Platform: Win 32.

Technologies: Visual Basic.

Technical skills

- Languages: C, C++, Bash, Python, Java, $C\sharp$, Javascript, PHP, SQL, Ruby, 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/attendencesys`)

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

Publications in Refereed Conferences

[1] 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.

[2] 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.

[3] L. Cernuzzi, J. Saldivar. *Club de Othello Xo: Una Experiencia de Aprendizaje en Ambiente de Interacción Social.* Congress of Technology Support Disabilities (IBERDISCAP), 2008, Cartegena, Colombia.