JUAN PABLO MARTINEZ

CONTACT

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LANGUAGES

- · Native spanish
- Fluent english c1

EXTRACURRICULAR

- · competitive basketball
- Technical drawing

ACADEMIC FEATS

- Teaching assistant on Data structures (2020)
- Teaching assistant Software Architecture (2020)
- Teaching assistant Software Development 4 (2021)
- Teaching assistant Databases (2021)

TOOLS

- Java
- Python
- Angular
- React
- Express
- JavaScript
- SQL
- Arquitectura AWS
- R
- OSI soft
- Flutter

PROFESSIONAL PROFILE

Bilingual computer science student at Universidad de Los Andes, with a particular interest in software development, software architecture, and data science. Knowledge on various programming languages, optimization, data analysis, and mobile and web development. Experience on the development of big projects. Ability to communicate ideas assertively and in a clear way , ggenerates a firendly work space.

ACADEMIC TRAINING

SYSTEMS ENGINEER / COMPUTER SCIENCE STUDENT AT UNIVERSIDAD DE LOS ANDES

Bogotá, 2021

Relevant courses: Team Software Development, Business Inteligence, Web development, optimization.

INTERNATIONAL BACHELORS DEGREE

Fundación Liceo Ingles Pereira, 2018

EXPERIENCE

INTERNSHIP AT KIMBERLY KLARK

Tocancipá, 2021

Works creating various data structures for further analysis, creating screens on which the information can be viewed and processed in order to find an optimal configuration for diapers and femenino care machines. Develops working hand to hand with the user in order to deliver a better product.

BACKEND DEVELOPER AT VENTURA SOFTWARE

Manizales, 2022

Works developing various proyects using Java and Node.js