

Education

MSc in Computer Science with specialization in Data Mining at Uppsala University. Uppsala, Sweden (2013 – 2015).

BSc in Computer Science at the University of Puerto Rico – Río Piedras Campus. San Juan, Puerto Rico (2007 – 2012).

MOOC Courses: Computing for Data Analysis (Jan '14), Getting and Cleaning Data (Aug '14), Exploratory Data Analysis (Aug '14), Regression Models (Sept '14), Practical Machine Learning (Sept '14), MongoDB for Developers (Mar '15), Data Wrangling with MongoDB (ongoing)

Experience

Data Engineer | mercadoboricua.com

San Juan, Puerto Rico | September 2015 – December 2015 (short-term contract)

- Mercado Boricua is a recently created sales platform that focuses on handmade, and artisan Puertorrican products. My role within the team was creating an analytics and visualization platform to obtain insight from their data.

Master thesis in Big Data/Data Analysis | Granditude

Stockholm, Sweden | January 2015 – June 2015

- Researched and evaluated seven tools that are part of the Hadoop ecosystem; these platforms are: Drill, Flink, Hive, Mahout, Pig, Solr and Spark. Regarding these platforms, their key features, components, programming model and architecture were exposed and compared side by side using several parameters. The thesis includes a practical implementation, in which a web log analysis was done using Spark.
- **Publication:** *Data Analysis on Hadoop – finding tools and applications for Big Data challenges:*
<http://urn.kb.se/resolve?urn=urn:nbn:se:uu:diva-260557>

Graduate Student Researcher | Ericsson Research

Uppsala, Sweden | September 2014 – January 2015

- Designed and developed a video streaming application for Android. The streaming service uses Information-centric Networking (ICN), and the application functions as a node inside the network.

Software Developer | Grupo Santillana

Guaynabo, Puerto Rico | January 2013 – August 2013

- Created core functionalities of a proprietary Windows 8 application. The long term vision of this application is to contain all of Santillana's printed content (mostly educational books) and provide a digital and interactive experience.

Lead Developer Intern | Microsoft

Guaynabo, Puerto Rico | May 2012 – January 2013

- Designed and developed various applications for Microsoft platforms, including Windows Phone 7 and Windows 8. Speaker at different workshops and conferences related to Microsoft products. Staff for App Idol: Reloaded, an app and game development competition.

Software Developer Intern | VisCenter, University of Kentucky

Lexington, KY | May 2010 – August 2010

- Worked on the STITCH (Surgical Technology Integration with Tools for Cognitive Human Factors) Project by writing code to extract raw data from one of the tools (faceLAB) and translate it into a human readable form.

Skills

Technologies → Spark, Hadoop, MongoDB, AWS, .NET, Android, Windows Phone SDK, Windows Store Apps and XNA

Technical Software → Apache Zeppelin, Apache Drill, Hortonworks Data Platform, Unity Engine, Microsoft Visual Studio.

Programming Languages → Python (proficient), R (proficient), C# (advanced) and Java (basic).

Markup and Others → SQL and XAML.

Natural Languages → Fluent in written and spoken Spanish and English. Basic Swedish.

Extracurricular Activities

Member of the Computer Science Student Association, UPR Río Piedras and International Game Developers Association (IGDA).

Dancing and photography.