

Juan Francisco Ramírez Escobar

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Final-year Systems Engineering and Data Science student at Pontificia Universidad Javeriana Bogotá, with a B2 proficiency in English. With over two years of experience in data engineering, ETL pipeline design, data modeling, database management, and machine learning, I have developed a strong foundation in both front-end and back-end development, as well as mobile application development. Currently, my focus is on cloud computing. I have contributed to various projects through my involvement in research groups such as ACM Javeriana. A well-rounded professional, I bring strong teamwork, communication, problem-solving, and adaptability skills on agile methodologies (SCRUM). As a self-motivated individual, I continually seek opportunities to apply and expand my knowledge in areas of personal and professional interest.

SKILLS:

- **Intermediate:** Java; Kotlin; Dart; C++; Python; SQL; C#; Spring Boot; Express.js; Flutter; Android Studio; .NET; MySQL; PostgreSQL; Github; Google Maps API
- **Elemental:** Power BI; Go; JavaScript; TypeScript; React; MongoDB; Redis; Docker; Google Cloud; RabbitMQ.

LANGUAGES

- Spanish (native)
- English (advanced)

ACADEMIC BACKGROUND

Pontificia Universidad Javeriana Systems Engineering – GPA (4,5/5)	Bogotá 2021 - now
Pontificia Universidad Javeriana Data Science – GPA (4,2 / 5)	Bogotá 2021 - now
Universidad Nacional de Colombia Foreign Languages Program – English (B2)	Bogotá 2013-2018

ACADEMIC EXPERIENCE

Easy Market – Pontificia Universidad Javeriana <i>Academic Thesis Project – Systems Engineering</i>	Bogotá 2025
- Participated in the development of a Software Product Line (SPL) focused on order management within organizations, implementing a service-oriented architecture (SOA) to allow the selection of specific features based on business requirements, with a focus on marketplaces. - Integrated Stripe API in the Flutter-based user interface to handle payment registration within each software product. - Integrated geolocation services from the Google API, and Firebase services like RealTime Database, Storage, and Auth. - Designed and implemented the order management service using Spring Boot, with PostgreSQL as the database.	
Pontificia Universidad Javeriana <i>Academic Assistant - Software Analysis and Design</i>	Bogotá 2024 – now
- Led sessions for over 50 students on software development practices, including SOLID principles, software design patterns, and software diagramming, among other topics. - Developed comprehensive teaching materials and support guides on Object-Oriented Programming (OOP) fundamentals and Graphical User Interface (GUI) programming with JavaFX. - Provided one-on-one assistance to students in understanding and applying software design concepts.	
All Connected – Pontificia Universidad Javeriana <i>Software Architecture Project – Systems Engineering</i>	Bogotá 2024
- Developed a PWA with a service-oriented architecture, aiming to connect various types of businesses with students in one platform. - Implemented web services using frameworks such as Spring Boot and .NET, and partially integrated user features via Next.js. - Led the requirements engineering process with the client and actively participated in the system architecture design.	
Fundación Sinapsis <i>Software Developer – Intern</i>	Bogotá 2024
- Designed and optimized the user interface of the website using advanced WordPress tools, ensuring a more intuitive and engaging user experience. - Conducted usability tests and implemented iterative changes based on user feedback to enhance the site's functionality and engagement.	
Pontificia Universidad Javeriana <i>Academic Assistant – Advanced Programming</i>	Bogotá 2022 – 2024
- Designed and implemented practical exercises to reinforce Object-Oriented Programming concepts, including polymorphism, generalization, and the use of interfaces. - Assisted in developing advanced programming curricula and providing support to students with complex coding challenges.	
Pontificia Universidad Javeriana <i>Academic Assistant – Information Systems in Organization</i>	Bogotá 2022 - 2024
- Guided the development of over 20 projects involving the implementation of information systems using Bizagi Studio. - Developed instructional guides focused on process optimization within organizations, promoting efficiency and innovation.	

- Developed and led comprehensive workshops on advanced programming and programming fundamentals for 300+ students.
- Organized and conducted Python-based machine learning workshops for 50+ students.
- Led Web Development courses and competitive programming groups, fostering an environment for technical growth.

RECOGNITIONS AND AWARDS

ANATO - PUJ:

Project PackMyTrip First Place, International Hackathon on Tourism 4.0

Bogotá

2024

- Led a multidisciplinary team of Colombian and Costa Rican students; actively contributed to the development of a mobile app aimed at automating the acquisition of travel packages.
- Developed the mobile app using tools such as Android Studio, Retrofit, C#, .NET, integrating external services like Firebase Storage and Google API for map integration.
- The solution was recognized by ANATO and the Systems Engineering Department of PUJ as the most valuable solution for the business process.

Rector's Scholarship, PUJ

Granted by the Faculty of Engineering for the entire duration of the bachelor in Systems Engineering

Bogotá

2021

- Awarded for outstanding performance as a high school student and maintaining an exceptional weighted average throughout academic coursework.