

JUAN MORÓN

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I am a System Engineering student at La Universidad de Los Andes (Venezuela) and Computer Science student at Universidad Nacional de Colombia. I love to solve math-algorithmic interesting problems while learning new techniques and concepts to improve my problem solving skills. I have a good background on algorithms and mathematics thanks to extracurricular studying and active participation on programming competitions. I also enjoy working on challenger projects, that help me to over pass my skill limits.

EXPERIENCE

La Universidad de los Andes (Venezuela)

Teacher Assistant | Sep. 2017 – Oct 2019

- Programming I: Programming basics on C.
- Programming II: Object oriented programming, data storage and data structures on C++.
- Programming III: Basic techniques of design and analysis of algorithms and advanced data structure analysis.

Mammut.io

Software Developer | Jun. 2017 – Jul 2018

Working on main core of developing chat bots and developing frameworks for Programmers and non- programmers.

Software Engineer | Aug. 2018 – Oct. 2020

Working with natural language processing and main core of developing chat bots.

PathScale

Software Engineer | Dic. 2020 - Jul. 2021

Working as a software developer building Space Revenge video game, also working with python for web scrapping.

Serverup

Podcast Co-host | Jun. 2021 - Present

Serverup is a podcast about software development.

PROJECTS

Checkout my github repo and take a look at all the cool projects where i have worked.

EDUCATION

La Universidad de los Andes

System Engineering | Jan. 2015 – present

Universidad Nacional de Colombia

Computer Science | Sep. 2020 - present

Certifications

- École polytechnique fédérale de Lausanne: "Functional Programming Principles in Scala." Jun. 2017, "Functional Program Design in Scala." Nov. 2018.
- Saint Petersburg State University: "Competitive Programmer's Core Skills" Jan 2019.
- University of California San Diego and National Research University Higher School of Economics: "Mathematical Thinking in Computer Science" Apr 2019.
- Landons language Institute: "Intensive English course". August 2013.

SKILLS

- Languages: Spanish(Native), English(Fluent).
- Programming Languages: C++, C, Scala, Python.
- Technologies: Spark, Kafka, Elasticsearch, Protocol Buffer, Redis, Docker, Kubernetes, Qt, Cocos2d and others.
- Computer Science: Dynamic Programming, Maths, Binary Search Trees and other useful Data Structures (like Segment Trees), Graphs and Flow Network Algorithms, String Algorithms, Hashing.