

Juan Morón

System Engineering Student . C.S enthusiast

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Summary

I am a System Engineering student at La Universidad de Los Andes and a Computer Science self learner, currently at seventh semester. 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 carry me to over pass my skill limits this has let me work on Mammut.io

Experience

La Universidad de los Andes

Mérida Venezuela

Teacher Assistant

Sep. 2017 – present

- 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.

Competitive Programming

Contestant

Sep. 2017 – present

- 2017 ACM-ICPC South America North Regional Finals, Honorable mention.
- 2th Place ULA 2017 (Universidad de los Andes), 2017 ACM-ICPC South America, North Regional Finals.
- 1th Place ULA 2018 (Universidad de los Andes), Summer Contest.
- 2018 ACM-ICPC South America North Regional Finals, Honorable mention.
- 3th Place ULA 2018 (Universidad de los Andes), 2018 ACM-ICPC South America, North Regional Finals.

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 – present

Working on main core of developing chat bots and front end web applications.

Projects

Dot and Box (github): “Dot and Box” video game with an AI that works against user. Written on C++ with QT.

Translator (github): Translator from Markdown to JSON written on Scala.

Simulators (github): Different simulators of cool stuffs written on different languages such as C++, R and Java.

Competitive Programming (github): Project designed to teach other people about competitive programming.

Skills/Knowledge

- **Languages:** Spanish(Native), English(Fluent).
- Programming Languages: C++, C, Scala, Python, JavaScript, C#, Java and R
- **Technologies:** Spark, ElasticSearch, Protocol Buffer, Redis, Docker, Kubernetes, Node, ReactJs, Redux. Qt, Git and others.
- **Computer Science:** Dynamic Programming, Binary Search Trees and other useful Data Structures (like Segment Trees), Graph and Flow Network Algorithms, String Algorithms, Hashing.

Education

La Universidad de los Andes

Mérida Venezuela

System Engineering

Jan. 2015 – present

- “Luis María Ribas Dávila” Order, for getting biggest Academic Performance. Years 2015, 2016, 2017 and 2018. Universidad de Los Andes (ULA). Faculty of Engineering Mérida. Venezuela.
- Table of “Honor to Excellence”. Getting the “first place”. Universidad de Los Andes (ULA). Faculty of Engineering Mérida. Venezuela, years 2015, 2016, 2017 and 2018.

Certifications

Microsoft Virtual Academy: “C++: A General Purpose Language and library Jump Start.” Feb. 2016, “C# Fundamentals for Absolute Beginners.” Feb 2017.

Platz: “Curso Básico de C#.” Feb 2017, “Curso de Programación Básica.” Dec 2016, “Curso de Animación y Arte de Videojuegos.” Jan 2017, “Curso de Creación de Videojuegos.” Jan. 2017, “Curso de Marketing y Negocios para Videojuegos.” Jan. 2017, “Carrera de Videojuegos.” January 2017.

Coursera: “Functional Programming Principles in Scala.” Jun. 2017, “Functional Program Design in Scala.” Nov. 2018, “Competitive Programmer's Core Skills” Jan 2019.

DataCamp: “Introduction to R Course” Dec. 2018, “Intermediate R Course” Jan 2019, “Writing Functions in R Course” Feb. 2019, “Reporting with R Markdown Course” Feb. 2019, “R Programming Track” January 2019, “Intermediate R - Practice Course” Jan. 2019

Landons language Institute: Intensive course of English. August 2013.