

Siegfried Keller

I consider myself a very creative person, which is always passionate about learning and creating new projects. My hobbies are enjoying nature, arts, music, electronics and sports.

Experience

Hamoc, Mexico City - Back-end Software Engineer

OCT 2020 - JAN 2020

- Process automation between WebApp (app.hamoc.rent) and Podio.
- Development of an API for encapsulating business algorithms using different technologies.

Huawei, Mexico City - Web Developer, Data Analyst

DEC 2019 - OCT 2020

- Constant development of web-pages using vuejs for company's promotions.
- Reading large, unstructured and in chinese datasets in csv/xlsx format, to automate the analysis process for business KPIs.

Philip Morris International, Mexico City - External Project

AUG 2019 - OCT 2019

- Development of a NPS application for collecting the client satisfaction feedback.
- The front-end was built in Angular and hosted on a nginx server in AWS (EC2), https posts to AWS Lambdas for SMS and DynamoDB.

Cyborg, Mexico City - Cyber Security Analyst

MAY 2019 - AUG 2019

- Website and Server maintenance.
- As a startup company, my responsibility was acquiring and creating a new portfolio of services and software we could provide, considering the usage of Open Source alternatives.
- With the partnership with another associate, I was working on a project to make a GNU/Linux distribution for business purposes.

Education

Tecnológico de Monterrey, Mexico City - Bachelor of Science in Computer Engineering

AUG 2014 - DEC 2019

Projects

MIDIFOX - MIDI Controller with Arduino

Involving circuit design and the Arduino microcontroller, digital and analog input can be interpreted as MIDI messages through a DAW. [midifox](#)

Musik Sack - Music production focused computer with GUI

With the combination of circuit design, microcontrollers, sensors, a single-board computer, APIs, and JUCE Framework, a computer with an interface can be built for Music production.

Planet Generator - Small 3D graphics engine

Consisting of a Linear Algebra library, OpenGL, shader programs (vertex, fragment), algorithms: Chaikin, Perlin noise, Phong shading. [planet_cg](#)

AlienJump - 3D Game made with Python Blender Game Engine

Simple old game made with Blender Game Engine using Python as programming language, simple physics, lighting, and 3D audio built for Windows. [alienjump](#)

Chimera Compiler - Language specification to CLR virtual machine

By the definition of the Chimera language ([spec](#)), a compiler was built in C# to generate CIL (Common Intermediate Language) which the CLR (Common Language Runtime) compiles into machine-readable code. [compiler](#)

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Skills / Programming Languages

- 2 years: Javascript, Python
- 1 year: C/C++
- 6 mo.: C#, Ruby, R, Clojure, Rust

Technologies

- GNU/Linux, Debian, Arch Linux, CentOS, FreeBSD
- VirtualBox, Docker, Apache, Nginx, Mongo, MySQL, NodeJS
- OpenGL, Vulkan (6mo.)
- Reaper, Ableton, LMMS
- Arduino IDE, vscode
- Blender, Inkscape, GIMP
- OpenMP, Xlib, GLFW

Awards

HackMX 2019: Mexico City, Special Mention by IBM, web application which compared news with memes.

HackMX 2017: Monterrey, Graded as 'First Best Hack', web application with GIS

Student Development Diploma for their constant participation in training activities during their professional studies.

Languages

Spanish: Native

English: Fluent

German: Advanced