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| Siegfried Keller  I consider myself a very creative person, who 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   * Significant improvement of WebAPP ([app.hamoc.rent](https://app.hamoc.rent/)) and Process Automation to Podio (CRM). * Development of an API for encapsulating business algorithms (Docker, git, R Studio, REST). (SCRUM) * Configuration of different tools for managing, displaying and analyzing information from different sources. |
| **Huawei**,Mexico City - Web Developer, Data Analyst DEC 2019 - OCT 2020   * The process for creating App Gallery’s promotion pages and user content was completely improved and automated, following principles of Software Design. (Vue, git) * The information of App Gallery’s LATAM content, such as Apps and Users data, was cleaned, segmented and analysed for the creation of a weekly dashboard to display business KPIs. (Python, Pandas, Matplotlib) * Demonstration Apps were developed using Huawei’s Mobile Services. (Android Studio) |
| **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. (git, SSL) |
| **Cyborg**,Mexico City - Cyber Security Analyst MAY 2019 - AUG 2019   * Software updates and security patches were implemented in the company’s server. (GNU/Linux, rkhunter) * Development of an Open Source Cyber Security portfolio. * Commencement of a project, custom-made GNU/Linux Distribution for business purposes. |
| **Education** AUG 2014 - DEC 2019  **Tecnológico de Monterrey**, Mexico City - Bachelor of Science in Computer Engineering |
| **Skills / Programming Languages**   |  |  |  |  | | --- | --- | --- | --- | | **4 years:** C | **3 years**: Javascript, Python | **2 year**: C++ | **6 mo.**: Assembler(x86,IL), Clojure, Rust |   Creative, self-taught, out of the box thinker, innovative, team worker, independent, enthusiastic, problem solver, logical thinker, decision making, mentor, project management (PMI, scrum). |
| **Technologies**  **OS:** GNU/Linux, CentOS, FreeBSD, FreeRTOS; **Virt/Con:** VBox, Docker; **Servers:** Apache, Nginx, Mongo, mySQL, NodeJS;  **Graphics API:** OpenGL; **IDE:** Arduino, vscode; **Tools:** g++, gcc, CMake, gdb, rtl-sdr; **Design:** Blender, Inkscape, GIMP, FreeCAD; **Lib/Frameworks:** JUCE, OpenMP, Xlib, GLFW, bgfx, OpenCV, RtAudio, RtMidi; **Arch:** 6052, ARM, AVR, x86 |
| **Awards**  **HackMX 2019:** Mexico City, Special Mention by IBM, web application which compares 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 |
| **Projects**  **MIDIFOX** - 4x4 Arcade Button MIDI Controller  ATmega328p microcontroller for the Arduino Nano was connected and programmed to create a MIDI device. [midifox](https://midifox.000webhostapp.com/) |
| **Musik Sack** - Portable computer focused on Computer Graphics and Music Production  ARMv7 Architecture, customized physical control panel, audio interface, and a screen creates a computer designed for audio and computer graphics. |
| **Chimera Compiler** - Language specification to CLR virtual machine  By the definition of the Chimera language ([spec](http://34.212.143.74/apps/s201913/tc3048/chimera_language_spec/)), a compiler was built in C# to generate CIL (Common Intermediate Language). 5 stages of the compiler were defined: Lexical & Syntax Analyser, Abstract Syntax Tree, Semantic Analyzer and finally the CLI code generation (IL Assembler). [compiler](https://github.com/k3ll3x/chimera-compiler) |
| **Planet Generator** - OpenGL 3D Graphics Engine in C++  Consisting of a LA library, OpenGL, Shaders, algorithms: Chaikin, Perlin Noise, Phong Shading. [cg\_planet (Windows)](https://bitbucket.org/fredosan/graficas-computacionales-sk/src/master/) |
| **Minecraft 7 segment visualizer** - Hex number to a 7 segment display  After a defined truth table, a Karnaugh Map was developed to convert a 4 bit hexadecimal entry into a 7 segment display, the circuit was tested in Circuit Maker and finally the circuit was adapted to a Minecraft Map. |