

# Cristhian Andrés Vega Cortés

IT Engineer

in: cristhianvega – ☎: +569 5 965 7229 –

✉: cristhian.vega.cortes@gmail.com – 🌐: kernuac – 🏠: kernuac

---

## Abstract

I'm a self-taught person who is constantly looking for learning about new technologies and how I can use them for improving process or systems and simplify tasks. Also I'm an independent person who can solve problems without a constant supervision.

---

## Work Experience

### 2019 – Presente **Technological Support Engineer for Academic Vice Rectory - Universidad de Atacama - Chile**

I'm currently deploying a *Datawarehouse*, consolidating internal and external data sources for Universidad de Atacama (*Atacama's University*). Also, I'm building visualizations with data from that *Datawarehouse*.

This *Datawarehouse* is running on *MYSQL*; the data is consolidated using *Python* and *Pandas* library and visualizations are created using *Power-Bi*.

### 2013 – 2019 **Technological Support Engineer - Universidad de Atacama - Chile**

#### - Developer

As a developer at Universidad de Atacama, Chile, I collaborated in the development of an On-line Academic Requests System for our students, This application was written using *PHP* as server side language, *MS-SQL Server* for storing data and *HTML5 + CSS3 + Javascript* for the frontend. With this new software, the time for resolving students request decreased from 15 days to 5 days.

#### - Systems Administrator

When the new faculty was created, the first task was to implement networks and services. I had to implement a firewall with linux and iptables, a proxy/cache server with squid, two Domain controllers on *Windows Server 2008*, a Web server and a captive portal connected with active directory on the Domain Controllers. The Proxy Server, Web Server, and some others were virtualized using *Xen hypervisor*. This structure allowed to control network traffic and the good use of workstations, minimizing issues for viruses and corrective maintenances.

## **2012 – 2013    Technical Support Engineer - Holding San Carlos - Chile**

### **- Developer**

While I was working for this company, I created some applications for supporting the main activities there, for example: a Workflow System, a Purchase Requests System, etc. Each application was written as modules for *e107-CMS* in *PHP*. These applications helped to take decisions faster and standardize process.

### **- Systems Administrator**

On the other Hand, I had to control the network traffic and apply some restrictions for accessing to Internet. So, I implemented a little firewall on a *Linux* machine with *iptables*, a Proxy/Cache with *Squid*, for filtering content, and some monitors like *NTOP* for analyzing traffic and *Calamaris* for analyzing Squid's logs. Also, I defined a range of hours when workers can access to internet with out restrictions. Finally, the network traffic was optimized after that.

## **2009 – 2012    Technical Support Engineer - Universidad del Mar - Chile**

### **- Systems Administrator**

Working for this university, I had to maintain current systems and implementing a Firewall, a Domain controller and a Captive Portal. Current systems was a Proxy Cache with *SQUID* and, a web server. First, I configured a firewall with *iptables* on a *Linux* machine. The next task was to implemet a Domain controller on *Windows Server 2008*. Finally, I worked in a Captive Portal using *PFSense* and connected to the Domain Controller. This made stronger our infrastructure and minimized issues for viruses and corrective maintenances of workstations.

---

## **Education**

### **INACAP    Informatics Engineer**

My final project was a 2D video game prototype written in *python* and using *pygame* library. This little adventure game tried to help students up to 8 years to practice basic arithmetic calculations such as addition, subtraction, multiplication and division.

---

## Languages

Spanish Native

English Writing: Beginner, Speaking: Beginner

---

## Courses / Certifications

World Wide Web - Front-End Developer  
Consortium

- HTML5 Introduction.
- HTML5 Part 1: Coding Essentials and Best Practices.
- HTML5 Part 2: Advanced Techniques for Designing HTML5 Apps.

CodeSchool - Shaping up with Angular.js

CodeAcademy Angular.js

Universidad Autónoma de Madrid Jugando con Android - Aprende a programar tu primera App (*Playing with Android, learn how to program your first App*)

Universidad Católica de Chile Evaluación de Decisiones Estratégicas (*Evaluation of strategic decisions*)