Lucas Di Salvo

@ Personal Data

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Education

2017 - 2026 (expected)	**Licenciatura en Ciencias de la Computación** Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires
2011 - 2016	**Técnico en Computación** E.T. N°3 "María Sanchez de Thompson"

Experience

2023 - ongoing	**Teaching Assistant at "Universidad de Buenos Aires"** Preparation and teaching of lectures for undergraduate courses on: Logic and Computability, Programming Paradigms. Planning and evaluation of multiple students.
2021 - 2022 (7 months)	**Game Developer at "Globant"** Making of custom UIs and interactions for different game systems, such as a BattlePass, PopUps, Item selectors and more.
2020 - 2021 (11 months)	**Computer science popularizer at "Universidad de Buenos Aires"** Preparation of courses for high school students about different Computer Science topics, stand expositor in science fairs and career path talks.
2019 (6 months)	**Software Developer at "Seincomp Informática"** Analysis, development and deployment of .NET customized applications, with its maintenance and support. Web applications development for internal usage.
2019 - 2021	**Programming lessons** Organization and teaching to high school students. The topics include but are not limited to: Python programming, OOP, Structured programming, C#, Data structures and Introduction to algorithms.

Tools and Technologies

Haskell	C/C++	VB.NET	JavaScript
Python	Prolog	SQL	RDBMs
Git	ASM	Smalltalk	HTML/CSS
LaTeX	Bash	Java	

Languages

Spanish	Native
Written English	Advanced
Spoken English	Upper-Intermediate

Projects

- A small tool to fetch system information written in Haskell using System.IO to practice monads (both in do-notation and the vanilla monadic notation).
- A project series for *Algorithms and Data Structures 2* (University course), designed to develop implementations for some of the most common data structures and its functionalities (programmed in C++).
  - A Doubly Linked List.
  - A Binary Search Tree, implemented on a Set.
  - A Map, implemented on a Trie.
  - A Priority Queue, implemented on a Heap.
- A project series for *Algorithms and Data Structures 3* (University course), designed to research, analyze and develop algorithms using different programming techniques to address complex problems (programmed in C++ and Python3 using Jupyter notebook).
  - An analysis on the Subset Sum problem. The aim of this project was to ensure the correct procedure to develop solutions by using brute force, backtracking and dynamic programming for the problem at hand, and analyze the effectiveness and efficacy of said techniques, in great detail.
  - A project about understanding and developing heuristics over the Maximum Impact Coloring Polytope problem.
- This same resume, made in LaTeX.

Courses and Certifications

Problem Solving (Basic)	Hackerrank	(See credential)
Python (Basic)	Hackerrank	(See credential)

Soft Skills

- Technical documentation reading - writing
- Self taught
- Teaching capabilities
- Problem Solving

Interests

I wish to learn more about science and technology with their applications in society, while learning from the industry and academia alike, to nurture myself.