

Luis Obregon

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EDUCATION

Holberton School

San Juan, Puerto Rico

Software Engineer - Foundations

June 2021 - Present

- Graduated from a 9-month program focused on the foundations of computer science and software engineering, including low-level programming & algorithms, high-level programming & databases, and system engineering & networking
- Relevant projects: DTL, AirBnB Clone, Not So Simple Shell, Printf and Monty

WORK EXPERIENCE

Holberton School, Software Engineering School

San Juan, Puerto Rico

Student Tutor

August 2021 - Present

- Helped students to understand key concepts of the curriculum by demonstrating with coding sessions, whiteboarding and guiding them through resource materials
- Provided assistance to the school campus including, but not limited to, serving up computers, configurations, and coordinating with other student tutors to assist the Lead Instructor with daily operations
- Developed relationships with students to foster better communication and address individual needs

Center for Design Thinking and Innovation in Education ,Nonprofit organization

San Juan, Puerto Rico

Cofounder and Program Leader

July 2018 - Present

- Led groups and mentored new incoming Program Leaders
- Create and provide curriculum and workshops to educators
 - Providing a positive and interactive educational environment

PROJECTS

DTL - Social network app that connects people that want to teach and learn

January 2021 - Present

Develop a social network app that allows you to sign up and validates the user signup. It also has a matching system that will allow tutors and students to connect. DTL uses Firebase and Express for the back-end, React.js for the front-end and Firestore as the Database.

AirBnB Clone

October 2021 - February 2022

HolbertonBnB is a complete web application, integrating MySQL, a back-end JSON API, and front-end interfacing in a clone of AirBnB. Also has a console interpreter to work with the classes and that interacts with both the Databases and JSON storages.

Not So Simple Shell - A replica of Shell built in C

August 2021 - August 2021

Developed a command interpreter that works like Shell, with the use of system calls and zero memory leaks Implemented signal handling and two modes of usage: interactive and non-interactive. The interpreter receives user input and returns a function in return.

SKILLS & INTERESTS

- **Languages:** Fluent in Spanish and English
- **Programming Languages:** C, Python, Bash, MySQL, JavaScript, REACT.js
- **Skills:** public speaking, Team Work, Innovative, Empathetic, Creative problem solving, Leadership, Teaching, Time Management, Agile