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 July 2018 - Present

Cofounder and Program Leader

- Led groups and mentored new incoming Program Leaders
- Create and provide curriculum and workshops to educators
 - o Providing a positive and interactive educationational 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 Firestorage 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