
EDUCATION**Universidad de los Andes - Bogotá Colombia**

- B.S Systems and Computing Engineering
- Intended Grad: March 2021

GPA: 4.5/5**Relevant Coursework:**

Algorithms Design and Analysis, Data Structures, Algorithmic and Object Oriented Programing, Structural Mathematics and Logic, Software Architecture and Design, Programing with Web Technologies, Construction of Mobile Applications, Agile Methodologies

WORK EXPERIENCE**Universidad de los Andes - Research Assistant****January 2020 - Present**

- Research assistant on the curriculum migration from Java to Python for the introductory programming courses. Responsible for managing the student help center, grading, and developing workshops for the courses.

*Skills gained: Java, Python, Pandas, Teaching***Universidad de los Andes - Teacher Assistant****January 2019 - Present**

- Teacher Assistant focused on producing teaching material for students, and general redesigning of the *Software Architecture and Design* course.

- Accomplished a 6% improvement in student satisfaction, as measured in the surveys taken at the end of the semester, by doing video explanations of course related topics, and technology tutorials.

Skills gained: Software Architecture, Python, Django, Effective Communication

PROJECTS**Chat Center - Whatsapp chatbot with human interaction****December 2019**

- Designed and Developed an app that aims to replace traditional call centers. It uses Whatsapp as its main communication tool. Users can interact with a chatbot that provides certain functionalities, and if the chatbot is not enough, the user can always decide to chat with a real employee. The employee will respond to the user's requirements through a web chat that seamlessly integrates with the ongoing WhatsApp conversation.

Pharmaco - Mobile app for pharmacy logistics**Second term 2019**

- Developed a Kotlin app that aims to speed up the delivery of medicines in pharmacies of Colombia. The app uses: QR codes, image to text recognition, and GPS.

UML Validator - Automatic UML grader for Coursera course**Second term 2019**

- Developed an automatic UML class diagram grader based on MDE and DSL techniques. The validator compares given models with a solution model to assign a grade. This component will be integrated to a UML Coursera course of Los Andes University.

NIDOO - Software Architecture Design Proposal**Second term 2018**

- Developed a software architectural design for a Colombian startup that provides parking lot services to their clients. Their main difficulty was to implement an on-demand service of parking lot reservation.

- The design used the architectural styles publish/subscribe, and microservices to improve the systems latency, security and maintainability.

AWARDS AND RECOGNITIONS**Third Place - Zoohackathon Colombia****November 2019**

- Winner of the third place award the Zoohackathon Colombia which was organized by the US Embassy and Amazon Web Services.

- The challenge was to develop technological tools to mitigate and control illegal timber traffic.

- The proposed solution was a blockchain based system, that tracks wood through the whole industrial process, by using complementary technologies, such as SMS messages, mobile apps, QR codes and GPS.

First Place - Carvajal's Hackathon**October 2019**

- Winner of the first place award in Carvajal's Hackathon in the challenge proposed in the Colombian Agrarian Bank.

- The challenge was to find technology based strategies to include farmers in the banking industry.

- The proposed solution was a BI web tool that formed clusters between farmers for them to conform associations among them, and become more competitive in the market.

TECHNICAL SKILLS

Java (3yrs), JavaScript (1yr), Node JS (0.5yrs), Python (1yr), Django (1yr), React (1yr), Kotlin (0.5yrs), Git (2yrs), HTML (1yr), CSS (1yr), Mongo (0.5yrs), GraphQL (0.5yrs), PostgreSQL (1yr), MDE (0.5yrs), DSL (0.5yrs)

SPOKEN LANGUGES

- Spanish (Native)
- English (Fluent)