mateodevia.com
m.devia@uniandes.edu.co
github.com/mateodevia

Mateo Devia

Systems and Software Engineering Student

+57 313 280 3320
Bogotá, Colombia

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

WORK EXPERIENCE

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: Python, Django, Communication, Teaching

GenDigital SAC - Free Lance   **December 2018**

- Development of landing page for a Peruvian company that provides legal and digital consulting to their clients.

Skills gained: React, HTML, CSS, JavaScript

PROJECTS

[Construction of Mobile Applications] - Pharmaco   **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.

Skills Gained: Kotlin, Firebase

[Productivity and Automatization] - UML Validator/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.

Skills Gained: MDE, DSL, OCL, EOL, EVL

[Software Architecture and Design] - 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.

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

- Selected as one of the 5 best teams for the final presentation to the company.

Skills Gained: Software Architecture, Java, Kafka, Nginx, Zookeeper

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 hole industrial process, by using complementary technologies, such as SMS messages, QR codes and GPS.

Skills Gained: Problem Solving, Team work, SMS management, Block Chain

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.

Skills Gained: Problem Solving, Team work, BI

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), PostgreSQL (1yr), MDE (0.5yrs), DSL (0.5yrs)

Spoken Languages

- Spanish (Native)

- English (Fluent)