

Mateo Vargas

Education

- 2016–2017 **MSc.**, *University of Edinburgh*, Edinburgh, United Kingdom.
Computer Science
- 2010–2014 **B.S.**, *University of California, San Diego*, San Diego, California, USA.
Cognitive Science with an emphasis in Neuroscience and minor in Computer Science

Experience

- January **Software Developer**, *Sunny Ingredients, LLC*, San Diego, California.
2018–Present
 - Design and develop and dashboard application that displays sales data and analysis.
 - Understand and make adjustments to a code base delivered by several contractors.
- November **Network Engineer**, *The Core Group*, Long Beach, California.
2015–July 2016
 - Problem-solved and trouble-shot technical questions for clients both in person and via remote connections.
 - Interacted closely with clients to understand and convey their needs and concerns while on-site at a client office.
 - Deployed server designs in server rooms with unique space and power constraints, distributed new User Accounts and worked with clients to minimize office down time.

Languages and Technologies

Java, Python, Javascript,
HTML/CSS, jQuery, ReactJS

Git, Bootstrap, NodeJS, MySQL,
MongoDB, Google Firebase, C#,
C++, UNIX Command Line

Skills and Courses

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|---------------|--|-------------|---|
| Documentation | MS Office, Google Documents, LA-TEX, Sublime, Overleaf | Application | Unity IDE, Eclipse IDE, Jupyter, Open-MPI, UNIX |
| Languages | English (Read, Speak, Write), Spanish (Read, Speak, Write) | Courses | The Coding Bootcamp at UCSD, Fall 2017 |

Projects

Arcon Structural Engineering Web page.

- Currently under development. Single-page applications.
- Being written using Javascript, HTML/CSS, Bootstrap, and ReactJS

CryptoCharter, mateovargas.github.io/CryptoCharter/.

- Single-page application that stores your history of cryptocurrency transactions.
- Written using Javascript, jQuery, Ajax, HTML/CSS, Moment.js, Chart.js, and CoinMarketCap API

Xenoplague, <https://mateovargas.itch.io/discrete-sir-games-for-understanding-epidemics>.

- Unity2D game that simulates an epidemic based off the SIR model of Epidemics.
- Written using C#, Unity2D library, and designed in the Unity IDE.

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🌐 mateovargas.github.io • **in** [mateo-vargas-03896189](https://www.linkedin.com/in/mateo-vargas-03896189) • 🌐 [mateovargas](https://github.com/mateovargas)