

Maximo Utrera

Computer Science Engineering student (4th year)

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SKILLS

- **Languages:** English, Spanish.
- **Programming Languages:** Java, Python, SQL, TypeScript/JavaScript, C/C++, Go, HTML, CSS.
- **Technologies:** Spring Boot, Django, Node + Express, React, Angular, MySQL/PostgreSQL/MongoDB, Git, Linux.

EXPERIENCE

University of Buenos Aires | *Algorithms & Programming Teaching Assistant*

Aug 2022 – Dec 2022

- Created exercises for students emphasizing conceptual understanding of topics (Python).

EDUCATION

University of Buenos Aires | *Computer Science Engineering (4th year)*

Mar 2020 - Dec 2025

- *Relevant Courses:* Mathematical analysis II, Linear algebra, Algorithm theory, Algorithms and Data structures, Programming Paradigms, software engineering I.
- *Current Courses:* Operative systems, Databases, Data science, Programming workshop.

Additional Certifications

- **Cambridge University Press & Assessment** | B2 English Certificate.

PROJECTS

[Truco Online](#) (express + web sockets + react + redux)

Employed the **SCRUM agile methodology** with a team of 5 to make a Real-time online cards game with match-making where players can play against strangers, add friends and challenge them, and climb the global ranking.

- Implemented several back-end functionalities such as user login, global ranking system, web socket management.
- Used web sockets to make a matchmaking system and connect players with one another in order to play 1vs1 matches and chat in-game as the game progresses.
- Made a minimalistic intuitive UI with react and typescript.

[AlaCarta](#) (express + react + redux)

Back-office full-stack web application for managing restaurants.

- Implemented a user login system, restaurant page creation and employee registration (with auto-generated secure key which is sent to the given email).
- Created a highly customizable menu that owners/managers can edit, and where customers can make orders for a specific table.
- Restaurant orders data is saved and used to display several useful metrics which can only be accessed by accounts with permission. Additionally, orders can be managed by accounts with employee level in that restaurant.

[GymChad](#) (spring boot + angular + rx-js)

Simple web application for personal organization where users can manage several collections of physical exercises.

- Created a http rest-api that supports the CRUD operations, using the spring boot Java framework.
- Used Google Oauth api to allow users to login with their google accounts.

Save the galaxy 2D game (godot), Routine manager web app (django), and More Projects in my [Portfolio](#)