Miguel Ángel Ortiz Marín

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PERSONAL STATEMENT

Happy, motivated and persistent student with great problem solving, software engineering, systems building and AI skills. Demonstrated experience in entrepreneurial and innovative projects with social impact. I enjoy calisthenics and running, learning from others' mistakes, meeting new people and traveling, electro and rock music and videogames.

EDUCATION

Universidad Nacional de Colombia

B.Sc. Computing and Systems Engineering
Expected graduation: June 2021
Cumulative GPA: 4.5 / 5.0
Honors: Top 15 GPA (2016, freshman year)

HIGHLIGHTABLE WORK EXPERIENCE

MindLab, Universidad Nacional de Colombia

Research and Teaching Assistant | Bogotá
03/2020 - 10/2020

- Supported the creation, review of materials and deployment of the first virtual iteration of Machine Learning and Data Science (MLDS) program which was successfully completed by around 100 students.

03/2019 - 10/2020

- Implemented a centralized authentication and dataset storage system for machine learning research with Jupyterhub, Docker, LDAP and NFS that is used by around 15 researchers.
- Created materials and graded tasks for an intelligent systems undergraduate course with around 60 students.
- Graded tasks for machine learning graduate level courses with around 30 students.
- Wrote and managed a static and responsive website using GatsbyJS for the research group.

SKILLS

Programming Languages:

Java, C++, Python, Javascript, Go	Advanced
Cuda, Bash, Typescript, Dart	Intermediate

Frameworks and Technologies:

AWS ● GCE ● Firebase ● Unix ● Docker ● Rancher Kubernetes ● React/Native ● Flutter ● PostgreSQL ● MongoDB ● Tensorflow ● Pytorch ● Agile (scrum)

Soft Skills:

risk taking ● active listener ● creative ● goal oriented ● easy going ● fast learner ● tutoring ● thinker

Languages:

B2 English ● B1 German ● Beginner Japanese

IMPORTANT SCHOOL PROJECTS

Smart Garden | Wix Site | Pitch

06/2020 - 11/2020 | Undergrad Course
Urban agriculture sensing and monitoring prototype built by an interdisciplinary team.

- Lead system architecture and software prototype construction with MQTT, MongoDB, go and next.js
- Wrote an infographic with GatsbyJs.
- **Won third place from 70 group projects in 8th version of TPI+Expoldeas**

WashUp | Github

04/2020 - 07/2020 | Bogotá | ML Graduate Course

- Built Flutter and Firebase prototype for hand-wash quality monitoring for COVID pandemic.
- Implemented hand gesture video classification models in Pytorch with 97% accuracy on Kaggle dataset using 3D and (2D+1) convolutional models.

τrus | Github

8/2019 - 12/2019 | Bogotá | Software Architecture
Online game of escaping procedural mazes.

- **Lead Architect in a five-man group.**
- Built PWA in React/Redux and Typescript. Implemented game server and load balancer in Go. API gateway using Typescript and Apollo.
- Handled deployment to AWS using Terraform and Rancher Kubernetes which handled thousand users stress testing.

SIE: Low cost intelligent irrigation system

06/2018 - 05/2019 | Bogotá and Menlo Park, CA

- Built ML models to predict the right moment to irrigate crops based on sensors and farmers knowledge with high accuracy.
- **Marconi Society 2019 Celestini Program Colombian representatives. Attended Young scholar symposium in Stanford and dinner and award gala.**

Deem-AI | Github

11/2018 - 02/2019 | Bogotá | ML Undergraduate Course

- Startup focused on crowd counting for market analysis and segmentation.
- Wrote state of the art report and demo in Python and Keras. Built a static landing page in React and deployed to AWS.
- Completed Apps.co startup accelerator and learned various business techniques.

Competitive Programming

- Won first place from 111 teams at 2018 ACM-ICPC nation-wide competition.
- Handle mia_ortizma in codeforces.

OTHER SCHOOL PROJECTS

Javascript Autocomplete
02/2019 - 05/2019 | Bogotá, Colombia
Used recurrent neural networks and abstract syntax trees in Tensorflow to predict the next token in a sequence using recurrent neural networks.