Michel Alexis Muñoz Castro

Abstract

Recently graduated in 'Ingeniería Civil Informática' (something similar to Computer Science Engineer). Experienced in **systems administration, software developer, and cloud computing**. In addition to this, I've experience in **soft and pedagogical skills thanks to my work as a teaching assistant**. I'm currently looking for work. At the same time, I have an entrepreneurial profile in the IT services area. Science and technology are my passion.

I'm looking a place to grow professionally. Where the right conditions exist to be able to use my skills and knowledge to be an active contribution to society. Interested in continue learning about computer science disciplines and to start my professional career.

Personal Information

Location: Osorno, X° Región de los Lagos, Chile
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Education

Years 2015 - 2021

Universidad Católica de Temuco
Ingeniero Civil Informático. Mención en Tecnologías de la Información.
Licenciado en Ciencias de la Ingeniería.

English: Degree on Computer Science Engineer. Major in Information Technology.
Degree in Engineering Sciences.

Experience

July 2020 - September 2020

Pavlov Media
Software developer. External Contractor

- Software developer in Pavlov Media monitoring team.
- Proposals for automation of processes within the company.

March 2018 - March 2020

Universidad Católica de Temuco
Support team coordinator in Centro de Servicios Informáticos (CENSEI)

- Services performed: Upgrade and migration of virtual servers, technical support support with virtual machines in FLISOL 2018 event, maintenance, support and security of Windows and Linux personal computers. This through the organization of collaborative work with 4 colleagues from the CENSEI support team.

June 2017 - August 2018

Centro de Innovación e Investigación Aplicada (CEININA)
Software Developer

- Development of navigation components and game modes for serious video game scenarios (VJS), for FONDEF project N° IT16110096 "Simulador basado en videojuegos para respuesta a desastres" (Video game-based simulator for disaster response). Labor is part of the subsidiary agreement between the Comisión Nacional de Investigación Científica y Tecnológica (CONICYT) y El Centro de Innovación e Investigación Aplicada (CEININA).
- Development of controls, cameras and movements of the simulator. Using the C# programming language and the Unity video game engine.
- Implementation of online gaming, through the web client - server structure and installation and maintenance of the Linux server.

Projects

December 2020 - October 2021

Degree work: Research about Cloud Computing System Implementation with OpenStack

- This degree work is about the possibility of implementing Cloud Computing in a exploratory way. In order to expand the capabilities of virtual servers within the data center laboratory from Ingeniería Civil Informática at Universidad Católica de Temuco. The objective is to take advantage of the implementation and study the benefits of Cloud Computing and Infrastructure as a Service with Openstack.

Languages

- Online Test: English (EFSET) between B1 Intermediate y B2 Upper Intermediate. English level 74%. Interested in advanced level and certifications.

- Español (Native).

Experience with technical skills

- Python programming.
- Web technology: JavaScript, HTML, CSS.
- Game development with C#.
- Use of SQL databases.