Miguel Ángel Campos

Full Stack Developer

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PROFILE

Junior Software Engineer skilled in object oriented analysis and design of software systems, analysis and design of databases and user interfaces, requirements specifications, and full stack development.

Some Public Projects on GitHub: https://github.com/miguel3010 LinkedIn: https://www.linkedin.com/in/miguel-angelcampos/

EXPERIENCE

IBM Health Corps Inter

Jan 2017

Mobile Software Developer

Android Developer, REST API Tester, Mobile Software developer Leader.

Consultant

Jul 2016

Full Stack Software Developer

Design and develop the software system of events planning for a institution related to banking

EDUCATION

Centro Bilingüe Vista Alegre

2011 > 2013

Bachelor of Science

Complete Bilingual Science Bachelor

Universidad Tecnológica de Panamá

2014 > Now

Student of Systems and Computer Engineering

Completed 7 of 9 semesters of the carrer, expected end: mid 2018

Universidad Tecnológica de

Panamá

Ago 2015

Android Course

Capacitation of 40 hrs, of the android platform and the software development.

Mental Tech

Jul 2010

"Desarrollo y agilidad de la lectura y del Pensamiento Activo"

Course of a methodology for fast reading with better comprehesion.

ACADEMIC HONORS

Jun 2017

Scientific Participation

Participation in the 3rd Day of scientific initiation with the investigation work titled "Heuristic Song Recomender using sampling and espectral analysis of signals", achiving being in the group of three finalists of the session.

Feb 2	01	7	Internshi	р	recognition

Honor Recognition of the "Instituto Conmemorativo Gorgas" for participation in the design of an software application used for the illnes vector control for the Health Ministery of Panama.

Jun 2016 Artificial Intelligence Project

Software development of Language Classifier using Naïve Bayes algorithm (supervised learning).

Jul 2017 Knowledge Based Systems Project

Software design and development of a Song recomender using espectral analysis

Jul 2017 System Dynamics Project

Mathematic Modeling of a Guitar fuzz Face Pedal using control Theory and Complex Frequency Analysis

Jul 2017 Video Game Project

Develop of a 3D First Pearson Shoter game in unity 3D, mixing topics like 3d modeling, animation, programming and AI.

SKILLS

ASP.NET MVC/Web API Developer in C#



Angular 2

Android Developer

Unity 3D with C# Scripting

Low Level Programming with C/C++/ASM

Python with Flask for REST API

Basic Knowledge of TensorFlow and Numpy

JAVA SE/EE

Knowledge in Artificial Intelligence and Machine Learning (Supervised Learning)

Leadership Skills, managing Software Projects