

Manuel Olmos Antillón *B.S. in Computer Engineering*

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🌐 <https://github.com/molmos14>

Profile

I am a fifth-semester student at the Instituto Tecnológico de Estudios Superiores de Monterrey, passionate about technology and programming. I excel in teamwork and collaborative projects, maintaining a high performance under pressure. My ease of interacting with new colleagues allows me to integrate seamlessly into any team. I am creative and organized, capable of leading successful projects. My enthusiasm and desire to learn are always greater. I love the idea of using programming to optimize and automate solutions for the benefit of the project.

Skills

Python automation

AGILE methodology workflow
SCRUM, Cascade

Large Language Models
Llama3 and OpenAI implementation

Education

Certificate in Data Science and Machine Learning: Making Data-Driven Decisions , MIT Institute for Data, Systems, and Society's online program	2024/04 – 2024/07 Online
Certificate in Bussines Intelligence & Analytics , Universidad del Valle de México UVM	2023/01 – 2023/08 Online
5th semester student , Instituto Tecnológico de Estudios Superiores de Monterrey	Campus Estado de México

Professional Experience

Site Reliability Engineer , Intern at J.P.Morgan & Chase	2025/01 – present CDMX
Assisted in automating tasks to ensure compliance with external and internal regulations, enhancing operational efficiency. Collaborated with the SRE team to identify opportunities for process improvement using automation techniques. Contributed to optimizing system weakness analysis by solving problems and implementing efficiency-focused solutions.	
Android App Development , Fundación Todas Brillamos, Zazil	2024/08 – 2024/10 ITESM, México
Collaborated with my team to develop a mobile application for a foundation aiming to eradicate menstrual misinformation worldwide. We addressed this issue by implementing a chatbot powered by Natural Language Processing (NLP) using LLaMA 3, designed to answer any menstruation-related questions. This solution allows users to quickly and anonymously seek information, fostering a more comfortable and accessible experience.	
Game and Web development , Verqor	2024/02 – 2024/05 ITESM, México
Developed an administrative web platform for Verqor featuring an interactive dashboard that collects and visualizes real-time game statistics from a Unity-based game. This solution empowers the team to make data-driven decisions by providing seamless, one-click access to comprehensive game insights.	
HackMx 5 , 1st place in Dacompass contest	2023/10 ITESM, CDMX
As part of the contest, my team and I developed an app that solves the challenge of excessive anxiety and depression among students in a school. We focused on supporting the school director to better manage the mental health of all enrolled students. Our app was developed using Django and we leveraged the powerful Chat GPT 4 API to transform natural language into SQL queries that were then represented visually using Plotly.	
Participation in 'International Collegiate Programming Contest' , Team leader	2023/05 ITESM, Edo de México
My team and I participated in a programming contest called ICPC at ITESM. We solved advanced programming problems for five continuous hours and competed at the national level. The knowledge of the data structures with python and C++ was key for the solving.	
Personal business project , Team leader	2021/08 – present ITESM, Edo de México
Since I finished high school, I have led a project based on the storage of sensible information like medical history focused on elderly people. That is why my team and I learned how to program, to make an App that solves medical negligence in the world, thanks to the easy access to information addressed on a certificated doctor.	