

CONTACT INFORMATION

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REFERENCES

Diana López

Professor Universidad de Antioquia +57 300 6114621

LENGUAGES

- Spanish (native)
- English (B2)

PROGRAMMING LENGUAGES

C#
Python
Java
JavaScript
TypeScript
HTML/CSS

FRAMEWORKS OR LIBRARIES

React
NextJS

Angular
SpringBoot
NestJS
.NET
FastAPI

DATABASES

MongoDB

OracleDB

MySQL

SQL Server

Natalia García

SYSTEMS ENGINEERING STUDENT

PROFESSIONAL PROFILE

I am a Systems Engineering student at the University of Antioquia with experience in software development and automating customer services through bots and advanced technologies. I am proficient in programming languages such as C#, Python, Java, and JavaScript, and have hands-on experience with frameworks like React, Angular, and SpringBoot. I've developed and managed service and voice bots using .NET and the Noble platform, optimizing customer support for various clients. Additionally, I have worked on academic and professional projects, including developing integrated product recommendation systems and implementing innovative deep learning and 3D effect solutions. I am skilled in database management and designing intuitive user interfaces, with a strong focus on efficiency and enhancing the user experience.

EXPERIENCE

WhatsApp and Voice Bot Development

Bits&Bots

February 2023 - May 2025

- Developed and maintained user service bots using .NET and C#, ensuring seamless interaction and automation for customer support.
- Created and managed voice bots for customer interaction through Noble platform, handling voice calls efficiently.
- Focused on delivering user support solutions, primarily for Sura's IPS but also serving a variety of other clients.

Fullstack Developer

PiTransform

October 2024 - Current Date

- Developed a CRM/CLM system using AppSheet, AppSheet Database, and Azure Database, streamlining contract and customer management
- Currently developing an Al-powered platform that generates virtual agents capable of participating in meetings, providing real-time feedback, and evaluating user engagement through scoring mechanisms.

ACADEMIC PRODUCTS

Deep Learning and Shader Implementarion

Innovati Software

March 2024 - July 2024

- Technology Scouting.
- Analysis and Application of deep learning algorithms and models, with integration to forge a complete solution.
- Design and Development from scratch of technology that harnesses 3d effects and deep learning, aimed at creating an innovative image-to-video product.

Web Development with Integrated Product Recommendation System (<u>repository here</u>)

October 2023 - November 2023

- Leveraged FastAPI for robust server-side operations and efficient handling of the product recommendation system.
- Implemented advanced algorithms to improve the product recommendation system.
- Spearheaded the design, development, and deployment of a PostgreSQL database.
- Engineered a secure authentication system utilizing JWT Tokens for user sessions.
- Developed a dynamic frontend using NextJS to deliver an intuitive and responsive user interface, ensuring seamless interaction with the recommendation system.

EDUCATION

Systems Engineering (9th semester)

Universidad de Antioquia de Colombia August 2021 - Current Date

Software Design Technician

SENA

February 2015 - November 2017

SKILLS

- · Logical thinking
- Deductive abilities
- Adaptability
- Problem-solving skills
- Attention to detail
- Time management
- Teamwork and collaboration
- Assertive communication
- Continous learning
- Self taught