

# Nicole Raveszani

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## EDUCATION

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**Currently in the 6th year of Computer Engineering**

**2016 - 2024**

*Universidad de Buenos Aires*

## SKILLS

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|------------------------------|---|
| <b>Programming Languages</b> | JavaScript, TypeScript, Python, C, C++, Java, SQL                                       |
| <b>Languages</b>             | English (intermediate), Spanish (native)  |
| <b>Tech</b>                  | React, React Native, QT, Node.js, Git, MongoDB, React Query, React Redux, Pandas, Spark |
| <b>OS</b>                    | Windows, Linux  |

## EXPERIENCE

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### **Micro-enterprise Alae Ignis**

My work consisted in customer service in fairs and manual work.

## UNIVERSITY PROJECTS

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### **Data analysis**

The factors influencing property prices in Mexico were analyzed from a dataset provided by a company. Based on this analysis, I participated with a team in a Kaggle competition created by the university to predict the prices of a set of properties. For this, we trained machine learning algorithms like Random Forest and XGBoost using the previous analysis to find the factors that help us to better predict the prices. Pandas was used for this project.

### **Frontend - Mobile App based on Udemmy**

The app allows you to create both paid and free courses, subscribe to them, change your subscription tier, edit your created courses, add collaborators to them, create and edit exams. It was created with Expo and React Native.

### **Backend - Cryptomonitor**

The app allows you to monitor cryptocurrency values and buy and sell according to customizable rules. I worked on the Rest API and the business logic. My tasks were: user authentication (normal and using Google), verification of permissions for administrator and guest roles, storage of the values through time and buying and selling the coins. The Binance testing API was used to obtain the values and to buy and sell. It was created with Node.js and tested with Jest.

### **Wolfenstein 3D**

Online multiplayer game in which sockets and threads were used. My work consisted of the graphic interface of the menus to create or join games and the map editor that allows you to create and edit maps. It was created with QT.