Jean Piero Hernández Meze

Full-Stack Software Engineer

Problem solver with great passion for acquiring knowledge and tackling challenges, always willing to learn new things and to do whatever it takes to deliver quality products on time.

jeanpierohm@gmail.com



+49 160 1059284



in www.linkedin.com/in/jeanpierohm



www.github.com/pierorex

Work Experience

Computer Science Intern

Fraunhofer-Institut IAIS

09/2016 - Present

Ronn, Germany

Tasks/Achievements

 OpenBudgets Microsite: SaaS embeddable platform where EU citizens discuss and visualize their municipalities' budget and spending. Using Python, Django, Semantic Web, SPARQL. https://github.com/openbudgets/microsite 🗹

Full-Stack Software Engineer

Gun.io

12/2016 - Present

Remote, United States of America

Tasks/Achievements

- TRM Project (Core Developer): Ruby On Rails E-commerce site integrated with Stripe and Zendesk.
- DRT Project (ML Engineer): Machine learning platform to polish songs' meta-data using Python, Numpy, Scipy and Dedupe.

Full-Stack Software Developer

TAC Empresarial

06/2015 - 12/2016

Caracas, Venezuela

Tasks/Achievements

 TACCenter (Core Developer): Contact Center Suite with a RESTful API, using Django, AngularJS, Ionic Framework and Asterisk PBX for VoIP communications (calls and SMS).

Software Intern

Seguros La Previsora

05/2011 - 07/2011

Caracas, Venezuela

 Automation of image processing and documents generation at the Software Development Department to save around 10 man-hours per week

Education

Computer Engineering Universidad Simón Bolívar

09/2011 - Present

Courses

- 4500x improvement to a Machine Learning route recommendation system based on Tweets about transit
- Project leader of 8 people in https://github.com/pierorex/PROCAF F-SSI

Valle de Sartenejas, Venezuela

Online Education

- OpenALPR (Automatic License Plate Recognition) version working with Venezuela's license plates
- High Performance Computing with MPI and OpenMP. https://github.com/pierorex/parallelis m-homework

Software Developer

Coursera

06/2013 - Present

Courses

- General Game Playing (Stanford) University, Artificial Intelligence, 12/2013)
- Data Science Specialization (Johns Hopkins University, 2 of 10, WIP)
- Algorithms: Design and Analysis (Stanford University, part 1 on 09/2013 and Part 2 on 11/2013)
- Software Security (University of Maryland, 10/2014)

Skills & Competences

Python + Django





JavaScript + AngularJS + Ionic



Machine Learning















Docker, Git, Linux











Personal Projects

Preventrivia (2016)

 Django + Ionic. Disaster prevention platform. https://github.com/pierorex/preventrivia

Pygen (2016)

Python framework to build optimizers using the genetic algorithm with many pre-made variations. https://github.com/pierorex/pygen

Achievements

3rd place in Venezuela, ACM-ICPC 2014 Latin America Regional competition

7th place in Venezuela, ACM-ICPC 2013 Latin America Regional competition

Languages

Spanish

Native or Bilingual

English