

Andrés Santiago Triana Arjona

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Professional profile

I am a Systems and Computer Engineer with an advanced level of English, passionate about web and mobile application development. I have knowledge of software architecture, computational infrastructure, and cloud computing. Additionally, I possess skills in technologies such as Java, Python, Javascript, Typescript, SQL, Swift, and C, which have allowed me to work in development environments using technologies like React, Node.js, Next.js, Nest.js, and Django. I have experience working as a programming tutor and assisting in the Mobile Application Construction course, deploying web solutions for technology companies such as Dascom A&T SAS. I have also contributed to the development of chatbots at Phi Technologies s.r.o. I am keen to participate in large-scale software development, as I believe it is the way to address current problems cost-effectively. I am an outgoing, dedicated, and passionate worker, and I am confident that my experiences, skills, and attitude will be a valuable contribution to companies seeking a highly skilled and efficient developer.

Education

UNIVERSITY OF LOS ANDES

Systems and Computing Engineering, GPA 4.33

Department of Systems Engineering and Computing undergraduate candidate.

Bogotá, CO

June 2019 – April 2024

UNIVERSITY OF LOS ANDES

Entrepreneurship academic option, GPA 4.33

Complementary Studies in the Faculty of Business Administration.

Bogotá, CO

June 2019 – April 2024

UNIVERSIDAD DE LOS ANDES

Organization Management academic option, GPA 4.33

Complementary Studies in the Faculty of Business Administration.

Bogotá, CO

June 2019 – April 2024

INTERNATIONAL BACCALAUREATE

International Baccalaureate Organization (IBO), PGA 31

Abraham Lincoln School

Bogotá, CO

June 2019

Experience

PHI TECHNOLOGIES S.R.O.

Software Engineer

Prague, CZ

August 2023 - Now

Engaged as a full-stack developer, actively involved across the entire product lifecycle, starting from collecting requirements to facilitating production releases. Involved in crafting the software architecture, executing its design, and accomplishing its deployment.

- Proposed, implemented, and deployed a micro-service to chunk content into sentences (based on spaCy NLP) to fuel an ElasticSearch-based AI chatbot, supporting over 7 different languages, including Czech (cz), German (de), English (en), Spanish (es), Slovak (sk), Slovenian (sl), and Croatian (hr).
- Led the development of two distinct projects: a news crawler using Python Scrapy, responsible for updating a database with 74 different sources, and an ElasticSearch-based AI chatbot that consumed the OpenAI API and was developed using the Next.js framework (Typescript).
- Significantly reduced the time required to deploy new versions of services to less than 5% of the original time (across 6 projects on 7 different servers) by introducing a new deployment method based on git and webhooks.
- Conducted documentation and updated outdated code in over 5 different projects to streamline maintenance and enhance overall performance.

UNIVERSITY OF LOS ANDES

Undergraduate Programming Tutor

Bogotá, CO

January 2023 - June 2023

At the programming help center of the university for students taking programming courses. Responsibilities: Provide extra-class explanations at scheduled times for programming course students.

- Participated in the learning process of more than 50 students in their programming courses (Python).
- Recognized as a highly satisfactory tutor, with an average score above 4 in student surveys, increasing the satisfaction rate of students visiting the center.

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UNIVERSITY OF LOS ANDES

Bogotá, CO

Professor's Assistant, Mobile Applications Development

January 2023 - June 2023

Assistant in the Mobile Application Development Course, where the goal is to instill in students the necessary skills to design, build, and test software solutions based on mobile platforms. Functions: Support the development of learning through the resolution of questions and feedback on activities.

- Participated in the academic process of more than 70 students for the realization of their respective mobile development projects, which allowed for high-quality results in the course.

RESTAURANDES UNIANDES

Bogotá, CO

Co-Founder and creative director

January 2020 – January 2023

Student initiative that connected students and food businesses around and within the university, showcasing in detail the gastronomic offer in the area.

- Proposed, designed, and deployed the website for the publication of community interest information, reaching over 3000 students.
- Conducted outreach with over 15 food businesses inside and outside the university, obtaining economic benefits for both the establishments and the initiative, reaching over 5000 community followers.
- Executed a subscription-based business model, where we used our high presence in the community to make alliances with restaurants and provide benefits for university students, achieving over 130 subscribers in just 6 months.

PACKA

Bogotá, CO

Co-Founder and Software Developer

June 2021 - June 2022

Student startup based on collaborative economy that connects travelers with people interested in importing products from North America. Responsibilities: Full-stack developer of the platform and content creator for social media.

- Developed the initial versions of the platform in collaboration with the team, which went through approval phase for testing.

Academic work and achievements

- 1st place in Innotic5M 2021-2, an initiative of the Department of Systems and Computer Engineering that aims to identify and recognize the best innovation solutions based on ICT that seek to promote the industry and infrastructure of Latin America towards a resilient and sustainable future, with the team "PACKA", an entrepreneurship that sought to implement an international logistics model based on collaborative economy.
- "Quiero Estudiar" scholarship, support given for undergraduate studies to young people with excellent academic and personal qualities at the Universidad de los Andes.
- Recognition of "Cookey" as a standout application in the Mobile Applications course 2022-2, where I led the Swift-iOS development team. Cookey is an application that sought to make the cooking experience more enjoyable, showing recommendations for dishes based on what is available in the pantry at home.
- Proposal development, execution and deployment of the Electronic Medical Record System for the medical center at the University of Los Andes (Senecare), together with a team of 4 other students. This solution applied technologies such as SQL, Auth2 (Microsoft), and JavaScript, in addition to the project modeling and requirements gathering.
- Joint development of DogSpa, a marketplace that sought to offer the services of independent canine operators and veterinarians to end customers, using technologies such as Node.js, React, and Auth0. (2022-1)
- Participation in the volunteer project "Cafetería de la palabra", teaching basic computer skills to elderly adults.

Skills and Interests

Programming Languages: Java, Python, JavaScript, TypeScript, SQL, Swift, C

Languages: Spanish (Native), English (Advanced)

Frameworks: React.js, Express, Node.js, Django, Next.js, Nest.js, FastApi

Databases: MongoDB, PostgreSQL, ElasticSearch

Dev Tools: Visual Studio Code, XCode, GitHub, BitBucket, Gitlab, Eclipse, Jupiter Notebook, PyCharm, Apache Airflow, Jira, Confluence