**Sergio Guzmán Mayorga**

**0057 3017912608**

**s.guzmanm@uniandes.edu.co**

**Professional Profile**

Student of Systems Engineering at the University of Los Andes with experience in quick learning and software development. Interests oriented towards software engineering, application development and video game programming and elaboration. Knowledge in programming languages, systems analysis, functionalities and solution design. Experience in development of software projects. Characterized by skills of group work management under the role of leader or planner, orientation towards results and versatility in the handling of multiple development tools.

**Academic Formation**

**Student of Systems Engineering**

**University of Los Andes**

Bogotá, Colombia, 2020

(Important courses: Mobile Applications Construction, Analysis and Design of Algorithms, Software Architecture and Design)

**High School Graduate**

**Agustiniano Salitre City School**

Bogotá, Colombia, 2015

**Skills**

* Languages: English (90%), Spanish (100%)
* Operating Systems: Windows (7 and 10), Linux (Mostly Ubuntu and Debian distributions) and Mac OS.
* Programming Languages: Golang, Kotlin, JavaScript, Python, Java, C#, Grails.
* Programming Frameworks: Vue, React (mostly with hooks), Springboot.
* Software: AWS infrastructure (DynamoDB, API Gateway, SQS, SNS, ECR, ECS, SES)
* Databases: DynamoDB, MongoDB, Firebase Cloud Firestore, PostgreSQL, MySQL, SQL Server, Redis.
* IDEs and editors: Visual Studio Code, Android Studio, IntelliJ Idea, Eclipse.

**Works and Academic Achievements**

Assistance in features creation, including generation of OpenAPI SDKs using a specific documentation in Docker container on AWS ECR, integration with APIs (BGC and SintegraWS), translation of frontend and backend text labels in different languages, API Key versioning, sending of email templates, web page scraping and automated task scheduling using lambdas, etc. Truora. 2019 - Now.

Distinction for the best Grade Point Average of the major. GPA: 4.8. University of Los Andes:2019, 2018.

Research: Contribution to a repository of versions of the Project UnaCloud with the solution of bugs related to VirtualBox through command line (VBoxManage) and the implementation of a REST API in Grails and a library in Java for accessing it. Oriented by: Prof. Cesar Forero. Link: https://github.com/UnaCloud/UnaCloud2/tree/sergiodev. University of Los Andes: 2018

Participation in Hackathons: HackAméricas, DatosDC, Act In Space. Bogotá: 2018.

Distinction for being among the 6 best groups of the programming marathon “Act In Space 2018”. My group developed and showed the possible implementation of an optimization system for the handling of fuel in Bogotá through a mobile application and ESA´s “Ecodrive” algorithm. University of Los Andes: 2018.

Implementation of an IoT architecture for supporting 300.000 emergency requests for door security systems in Bogotá (specifically for the company Yale) in the course Software Architecture. University of Los Andes: 2018.

3D Platformer for a virtual course. Coursera, Introduction to Game Development, Michigan State University: 2017. Link: <https://www.kongregate.com/games/SergioG482/roller-madness-student-project>

Quiero Estudiar Escala Scholarship as a symbol of academic excellence. University of Los Andes: 2016

**Work Experience**

**Truora** July 2019 - Now

**Fullstack Developer (Part-Time)**

* Development of backend services in Golang in constant communication with AWS Cloud Services, including SES, SNS, SQS, Lambdas, ECR, ECS, DynamoDB and Api Gateway.
* Development of web apps UI (frontend) using Vue and VueX (store management)
* International app demo showcases and negotiations (clients in Colombia and Brazil mostly)

**Takeda/Baxalta Colombia S.A.S.** January-July 2019

**IT intern**

* Support responsive email marketing automation with MJML and IBM Watson Campaign Automation.
* Development of websites using Vue and React. Management of international projects for exporting global applications. Development of consent collection Progressive Web Application.

**University of Los Andes** January – December 2018

**Investigation assistant**

* Assistance in the development of the Project UnaCloud, by specializing in the creation of a REST API for communication through an HTTP protocol and a Java library for accessing such API through code.
* Assistance in the development of the Project UnaCloud, by specializing in the bug fixing of concurrency issues in VirtualBox (VBoxManage command line) related to the deployment of multiple virtual machines in a single physical device (computer).

**University of Los Andes** August - December 2017

**Undergrad CupiTaller Assistant**

Being part of CupiTaller: a space of 5 weekly hours for students of different sections of the course “Algorithmic and Programming with Objects I” that allowed them to solve their doubts regarding the subject. Week after week there were different people with different questions about the problems seen in class.

**Courses and Seminaries**

* Virtual course (Udemy): “Kotlin for Android & Java Developers: Clean Code”. Antonio Leiva. 2019 [Assistant]
* Virtual course (Udemy): “Complete C# Unity Developer 2D: Learn to Code Making Games”. Gamedev.tv. 2019 [Assistant]
* Conference: CARLA 2018. Conference of High Processing Computing of Latin America. Guatiguará Technology Park. Industrial University of Santander: 2018. [Assistant].
* Summer School:” First High Performance Computing Summer School in Colombia”. University of Los Andes. 2018.
* Virtual course (Coursera): “Introduction to Game Development” Michigan State University. 2017 [Assistant]