

Santiago Vanegas Gil

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Birth: January 13th, 1995

Medellín, Antioquia, Colombia

INTERESTS Problem solving, coding, competitive programming contests, teaching, write and propose easy programming problems, web development, design and develop mobile applications, aviation.

SUMMARY Back end, mobile and web developer with experience designing, developing and deploying several applications, platforms and projects using Ruby, Ruby on Rails, Android, AngularJS, GruntJS, Gulp.js and Docker.

I have experience in Competitive Programming Contests, ranging from local practice contests to South America finals. Furthermore, I have lectured the EAFIT's Competitive Programming Seminar since January 2014.

I really like to always concentrate of the quality of the products, I worry about follow the best practices and guidelines while developing. I always care about learning from my teammates, I like to research and learn about tools, frameworks, new languages and algorithms that will improve my performance.

EXPERIENCE AND PROJECTS **Web Developer - Software Engineer at Talos Digital, Inc.**

January 2016 - Now (1 month)

Developing applications in multiple technologies, such as **Ruby**, **Ruby on Rails** and **AngularJS**, automating tasks using **GruntJS** and **Gulp.js**, building applications using Docker basics. Learning Bootstrap and CSS, using Less.js and Sass precompilers.

- **Flare App**

January 2016 - Now (1 month)

Flare is a project which allows people to report incidents to the zone they are. Zones are defined by admins of accounts. The user can interact via chat with the admin (who is going to attend the user needs). The project is developed using Laravel Framework and **AngularJS**.

Software Engineering Intern at Talos Digital, Inc.

July 2015 - January 2016 (6 months)

Full-stack developer. Working in micro-services back end in **Ruby on Rails**, using **Grape** framework. Started learning and developing front end applications using **AngularJS**, HTML and CSS.

- **TaskFlex**

August 2015 - December 2015 (5 months)

TaskFlex is an open-source project and reverse auction platform which allows Owners to post and manage their jobs and Taskers to apply for different job offers. It allows to handle almost any service you want. The heavy logic about users and jobs is delegated to TDJobs and TDUser microservices. TaskFlex is built using **AngularJS** and Less.js.

- **TDJobs**

July 2015 - November 2015 (5 months)

Marketplace process abstraction API, built with **Ruby on Rails** and **Grape** on Docker, to handle jobs supply & demand logic for applications with a business model like that of Task Rabbit or UpWork.

Teacher Assistant in Data Structures and Algorithms II at Universidad EAFIT

January 2015 - June 2015 (6 months)

Teaching data structures as maps, sets, trees; and common Computer Science algorithms for Graphs, Dynamic Programming, Pattern Searching and Ad Hoc solutions.

Mobile Devices Developer at IdeasLab

July 2013 - June 2014 (1 year)

Duing was a social application for mobile devices. My team and I developed the **Android** native application for this platform, that required knowledge for development **graphic components and obtaining data from Web Services**.

University projects at Universidad EAFIT

January 2012 - Now

- **Nower:** is a mobile application which offers the users different promos for several stores, that is, you can look in a map for near stores in a range, see the promos they offer and take one. The application will give you a promo code which is used to redeem the promo in the store.
The idea goes further than described above.
We (my university team) started developing this idea in 2015-1, and we are going to continue developing it.

- Simple games developed in **Java**.
- A queue manager for **Android**, that is, request turns and being notified by mobile.
- A Web Image Hosting Application developed in HTML5, CSS3, JavaScript and PHP.
- CoffeeShop Cashier Application developed in Assembler.
- Several *Coding Dojos* using Ionic Framework for **AngularJS**.
- Programming Labs developed in **C++** in order to understand specific Operating Systems concepts.

Check them out in my github! <https://github.com/svanegas>

EDUCATION

Universidad EAFIT

January 2012 - (Expected) December 2016

Bachelor of Applied Science (BASc), Computer Science (Systems Engineering)

Grade: GPA: 4.52 out of 5.0

- **Computer Science subjects:** Programming Fundamentals, Principles of Software Development, Programming Languages, Data Structures and Algorithms 1 and 2, Databases, Digital Electronics and Circuits, Digital Logic

and Microcontrollers, Formal Languages and Compilers, Software Engineering, Technology Integration Project 1 and 2, Systemic Thinking, Computer Networks, Information Systems, Computer Graphics, Computer Architecture, Numerical Methods, Special Topics in Computer Networks, Operating Systems, Special Topics in Software Engineering.

- **Mathematics subjects:** Calculus, Predicate and Boolean Logic, Linear Algebra, Discrete Maths, Statistics, Quantitative Methods.
- **Organizations:** Competitive Programming Seminar, Mobile Devices Development Seminar.

INFORMATICS KNOWLEDGE

Proficient with algorithmic thinking and problem solving.

Most experience and preferred language: *C++*.

Moderate experience with: *Java* (Desktop and **Android**), *Ruby*, *Ruby on Rails*.

Moderate experience with web programming and design using: *HTML5*, *AngularJS*.

Automating tasks using: *GruntJS*, *Gulp.js*.

Creating images and deploying containers using: *Docker*.

Basic experience with database design and usage: *MySQL*, *PostgreSQL*.

Learned basics for university projects: *Assembler*.

Versioning and tools: *Git*, *Atom*, \LaTeX .

Familiarity with operating Systems: *Linux*, *OS X*.

Working on a team following: *Scrum*.

EXTRA- CURRICULAR / VOLUNTEER EXPERIENCE

Competitive Programming Seminar Student Coordinator at Universidad EAFIT

Lecturer and student coordinator

January 2014 - Now (2 years 2 months)

Coordinating students and teaching several Computer Science topics involved in Competitive Programming Contests, such as **Dynamic Programming**, Greedy Algorithms, Pattern Matching; and data structures like **Maps**, **Sets**, **Graphs**, **Queues**, **Heaps**. I manage our virtual judge for internal contests. (We use BOCA Online Judge).

Mobile Devices Development Seminar at Universidad EAFIT

Member

January 2015 - July 2015 (6 months)

I joined this seminar because I really like developing for mobile devices, specially for **Android**. In this seminar we created applications from good ideas that could help students in their life. I've been through two projects in this group.

- **Campus Móvil:** This application allowed EAFIT University students to easily locate buildings and important places inside the campus.
- **Exams:** (*Not completed yet*) The idea was to have a data base of previous exams of a particular subject. User could upload a picture of his own exam (share it), and search for exams by subject name, teacher name and other parameters.

HONORS AND AWARDS

Participated at the XXVI Colombian Programming Contest

ACIS REDIS

October, 2012

This was my very first programming contest, my team could not advance to next round.

10th place, XXVIII Colombian Programming Contest

ACIS REDIS

September, 2014

In my second national programming contest, we got the tenth place, advancing to South America-North finals.

20th place, South America - North Regional Programing Contest

ACM-ICPC

November, 2014

In my first South America-North finals we got the twentieth place, we didn't advance to World Finals.

10th place, XXIX Colombian Programming Contest

ACIS REDIS

September, 2015

This was my third national programming contest, we've got the tenth place, advancing to South America-North finals again.

11th place, South America - North Regional Programming Contest

ACM-ICPC

November, 2015

In my second regional final we could advance nine places, getting the eleventh place. We needed to get the first, second or maybe third to advance to the World Finals.

Participant of national competitive programming organizations and online judges

Colombian Collegiate Programming League & Red de Programación Competitiva, Google Code Jam, UVa, Codeforces, SPOJ

January 2012 - Now

Handle: *svanegas*

LANGUAGES

Spanish: Native.

English: Advanced.