

Victor Daniel CATAÑO CALDERÓN

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EDUCATION

Universidad Nacional de Colombia sede Medellín, Colombia

Undergraduate in Systems and Informatics Engineering

Graduating in July 2021

GPA 4.5/5

Pontificia Universidad Católica de Valparaíso, Chile

Student interchange program after being selected for Alianza del Pacífico scholarship

February 2019 – July 2019

Coursera (online courses)

Specialization: Architecting with Google Compute Engine

Algorithms: Design and Analysis, Part 1 (Stanford University)

Introduction to Complex Analysis (Wesleyan University)

Specialization: Deep Learning

Machine Learning (Stanford University)

November 2019 – January 2020

WORK EXPERIENCE

Universidad Nacional de Colombia

LMS server administrator

Medellin, Antioquia, Colombia

November 2018 - Present

- Manage a Moodle (Learning Management System) system which serves to ~3200 engineering students per year with added plugins that allow teachers to create programming questions in a variety of languages.
- Provision resources and configure the architecture in Google Cloud Platform in order to support the load and reduce costs.
- Manage various Linux servers (Debian and Ubuntu), using the command line utilities in order to improve the performance, install needed software, increase security and automatize tasks like backups and certificate renewals.
- Modify the code of some plugins using PHP, Javascript, HTML, BASH, etc. in order to fix bugs that affect students and teachers.
- Developed a needed Moodle plugin that uses a fingerprint reader in order to reduce fraud in exams. I developed the plugin in PHP, Javascript, Firestore and C# using the API of the DigitalPersona fingerprint reader and Visual Studio. Then was installed in a computer lab where 500 students can take their exams with a successful fingerprint verification.

Gomac Research Group

Flutter programmer

Medellin, Antioquia, Colombia

September 2020 - Present

- Develop a offline first google forms like application for multiple platforms using Flutter and bloc pattern. The app supports the creation and filling of forms with a variety of question types. Using moor for complex relationships of the offline data. The backend was written in Django. The goal is to improve the process for inspectors of cars and analysis of the data.

Academic Projects

Software Boulevard (Educational game)

Developed a question-answering competitive game with a strict requirement elicitation process. The game was developed in cooperation with teams in Colombia, US, and China, using distributed software development strategies. Used Ionic, Angular, MongoDB and a RESTful API in NodeJS in the development and the project was hosted in Google Cloud Platform.

Real Estate management application

Developed a Java Application with a GUI using OOP to implement complex business rules that allows administrators, buyers and sellers, commerce with real estate.

Banknote recognition software

Developed a Python code using artificial vision techniques and OpenCV libraries that receives a photo and returns the banknotes seen and the total quantity. It can be used to help blind people.

CPU benchmark

Wrote a benchmark using C++ and assembly in order to compare CPU performance in integer and floating point operations.

Institución Educativa Pbro. L.E.P.M.

Software Developer

Barbosa, Antioquia, Colombia

February 2014 – August 2014

- Developed an e-voting system to select a representative of a high school students. The project was developed before I finish my high school studies. The system was developed from scratch using HTML5, Javascript, CSS, JQuery, PHP and Mysql which provided a fast voting process and live results to 2000 students which voted in three concurrent places.

SKILLS

PROGRAMMING LANGUAGES

5 years: Java, JavaScript, Python, PHP, SQL

6 months: Dart, Matlab/Octave, C#, C, Prolog, SPARQL, PLSQL

AWARDS

Awarded by Alianza del Pacífico scholarship (2019)

Honor enrollment in my university for having one of the best grades (2016-2019)

Best score of my city in national pre-university exams (2014)

Selected by a local government scholarship for my university studies (2015)

TECHNOLOGIES

Flutter, HTML, CSS, JQuery, Javascript, Node.js, MongoDB (NoSQL), Git, Google Cloud Platform, VirtualBox, Vmware, Unix/Bash, Docker, Ionic, Angular, Laravel, Moodle, Wordpress, Joomla, OWASP, artificial intelligence.

