

# DIEGO ALEJANDRO ANGULO RAMIREZ

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4th year student, Moscow Institute of Physics and technology, I am always chasing greater challenges for me and my development.

Now I am looking for ways of gaining experience in the field of CS, Machine Learning and Data Science. I love reading books to gain extra knowledge, I always like to stay proactive.

## EDUCATION:

JULY 2024 (EXPECTED GRADUATION DATE)

**BACHELOR DEGREE – APPLIED MATHEMATICS AND COMPUTER SCIENCE, MIPT**

DECEMBER 2016

**HIGH SCHOOL GRADUATED, SAN AGUSTIN**

Class president during the last two years, gave extra classes for Competitive Programming.

## ACHIEVEMENTS:

**INTERNATIONAL OLYMPIAD IN INFORMATICS:**

2015, 2017 – CONTESTANT

**IBEROAMERICAN COMPETITION IN INFORMATICS:**

2014 – CONTESTANT

2015, 2017 – BRONZE MEDAL

**BOLIVIAN OLYMPIAD IN INFORMATICS:**

2013, 2015 – BRONZE MEDAL

2014 – SILVER MEDAL

2016 – GOLDEN MEDAL

**BOLIVIAN OLYMPIAD IN MATHEMATICS:**

2013 – SILVER MEDAL

2012 – GOLDEN MEDAL

**ACM ICPC BOLIVIA REGIONAL:**

2018 – BRONZE MEDAL

## SKILLS:

- Proficient in C++ and Python (NumPy, Pandas, and others)
- Knowledge of: C, Java, C#, Minizinc, SQL.
- Comfortable working with HTML, CSS and JavaScript.
- Leadership, and calm in stressful situations
- Understanding of OOP concepts, SQL queries, Machine Learning and optimization.
- Knowledge and use of Algorithms and Data Structures
- Use and understanding of UNIX systems and GIT
- Knowledge and understanding of Parallel and Distributed Programming (Understanding and use of MapReduce, Hive and Spark)
- Projects on Graph networks, NP-algorithm approximation, ML modelling, Web-development and C++ development.

## LANGUAGES:

- Native: Spanish
- Fluently: English
- Intermediate: Russian

## EXPERIENCE

- Problem setter and tester for the Bolivian Olympiad in Informatics  
2018 – Current year

## EXTRA ACTIVITIES

- Organizer and Selection Committee – Bolivian Olympiad in Informatics.
- Trainer for Bolivian IOI team.
- Teacher assistant for Mathematics and Informatics (2017 – 2020).

PROJECTS
• Labyrinth game on <b>C++</b> using <b>SFML</b> and <b>CMake</b> .
• Pancake sorting <b>NP-Complete</b> approximation algorithms implemented in <b>C++/Python</b> .
• Webpage for simple social surveys built from scratch using <b>Flask + PostgreSQL</b> , deployed using <b>Docker + Kubernetes</b> .
• Social Network built from scratch using <b>Django + SQLite</b> , deployed using <b>Docker</b> .
• Analysis of the network “Power Grid of the Western States of USA” using <b>NetworkX + Python</b> .
• Phones price prediction using different <b>Machine Learning algorithms</b> , <b>exploratory data analysis</b> , predictions and results.
• Personal blog using <b>Jekyll + GitHub Pages</b> .