

Dennis Masaya

Curriculum Vitae

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Guatemala

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Education

- 2015–Present **Computer Science**, *Universidad de San Carlos de Guatemala*, Guatemala City, 74 point average.
8th Semester, 49 classes approved
- 2016–2017 **Electronic Engineering**, *Universidad de San Carlos de Guatemala*, Guatemala City, 76 point average.
5th Semester, 24 classes approved
- 2013–2014 **High School**, *Colegio Santiago de los Caballeros*, Antigua Guatemala, 93 point average.
Internship at WINGS Guatemala

Experience

- 2014–2016 **CMO and Co-founder**, *Ultimate Videojuegos*, Antigua Guatemala.
In charge of sales and customer service for a small company founded by a friend and me while in High School specialized in Selling Video games and video games accessories.
- 2019–Present **Data Structures Teaching Assistant**, *Universidad de San Carlos de Guatemala*, Guatemala City.
Supporting role in the classroom helping students succeed in the data structures class.

Languages

- Spanish **Mother tongue**
English **Proficient written and spoken**

Computer Skills

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|-----------|--|------------------|---|
| Databases | Advances knowledge in relational databases, SQL, PL/SQL, and experience with databases such as Oracle, MySQL, PostgreSQL, SQL Server and SQLite. | Microsoft Office | Complete and advanced knowledge of the Office Suite including Word, Access, Excel, Power Point and Outlook. |
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Cloud Platform	Knowledge of cloud computing services including servers, storage, databases, networking, software, analytics, and basic knowledge of serverless architecture in all major cloud platforms such as Amazon Web Services, Google Cloud platform and Microsoft Azure.	Front-end and Back-end web development	Advanced knowledge of front-end development including Bootstrap and jQuery and languages such as HTML, CSS and JavaScript. Advanced knowledge of back-end development including web frameworks such as ASP .NET, JSP, Django and Flask.
Programming and Mobile Platform Skills	Vast knowledge of structured, declarative and object-oriented programming, complete domain of Data Structures and algorithms, ability to program in any language given but previous experience with C++, Python, Golang, NodeJS, Java and .NET suite. Basic knowledge of android app development.	Networking and Telecommunications	Knowledge of communication functions both from the 7 layers of the Open Systems Interconnection model (OSI) and the 4 layers of the TCP/IP model. Networking knowledge in cloud platform systems including virtual private clouds (VPC), networks, subnets, firewalls, load balancing, cloud DNS, cloud CDN and Cloud NAT.

Additional Skills

Interpersonal	Written and Spoken skills to communicate well with both clients and co-workers, ability to actively work with teams in group projects and fast learning skills in any area.
Electronic	Electronic skills including soldering and circuit designing, use of micro controllers such as Arduino and Tiva and microcomputers such as Raspberry Pi, knowledge in basic electronic circuits including IC's, resistors and capacitor.

Hobbies

- Building and flying drones
- 3D modeling and printing
- Watching and playing soccer and American football
- Playing Video games

References

Academic

- Glenda Garcia
- Jorge Monterroso
- Jhonatan Pu

Personal

- Javier Navarro
- Jonathan Coronado
- Luis Najera
(more upon request)