

# JUAN CASTRO VARÓN

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## EXPERIENCE

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### Google – Site Reliability Engineering Intern

London, UK

May - Aug 2018

(Upcoming)

### Google – Software Engineering Intern

Seattle, WA, USA

Feb - May 2017

- Worked on automating on-demand transfers of Google user data into BigQuery, Google's enterprise data warehouse, so that customers can get the most analytical insight and grow their business.
- Finished the project before my end date, which allowed me to go on to contribute to bigger parts of the product before the end of my internship, with great results.

### Taller Ingenio – Frontend Developer (part-time)

Bogotá, Colombia

Aug 2017 - Present

- Currently designing and developing multiple sets of data visualizations on the web, using JS / D3.js.

## EDUCATION

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Universidad de los Andes • Bogotá, Colombia

2014 – expected Dec 2018

Bachelor of Science, Systems and Computing Engineering

GPA: 4.24 / 5

## AWARDS & ACHIEVEMENTS

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Apple WWDC Scholarship winner – WWDC 2018 Conference in California - Apple Inc.

2018

Twice Linux Foundation Scholarship winner – Open Networking Summit & Open Source Summit Europe

2018

Highest national score in standardized college admission test ICFES – Colombian Ministry of Education

2014

Full-tuition Scholarship winner – Best In Education - Colombia, Ecopetrol S.A.

2014

Highest undergraduate admission score – Alberto Magno Award, Universidad de los Andes

2014

## PROJECTS

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### Periplo Journal – iOS App (2017)

[periplo.castrovaron.com](http://periplo.castrovaron.com)

- Designed, developed and published a native iOS journaling app, with a simple, easy-to-use interface and *Markdown* support for writing and previewing. Built using Swift and native iOS frameworks.
- Continuously in active development, with regular updates and changes resulting from user feedback.

### Multiplayer Online Game – Web game (2017)

[snake-game-web.herokuapp.com](http://snake-game-web.herokuapp.com)

- Developed and deployed a web app (front-end and back-end) for a multiplayer snake game, in which two players cooperate in realtime to control the snake in-game. Made using Meteor and React.

## SKILLS

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Languages:	Java (Advanced)	Swift (Intermediate)	C++ (Basic)	Python (Basic)
Web languages:	JavaScript (Advanced)	JQuery (Advanced)	HTML & CSS (Advanced)	PHP (Basic)
Frameworks:	AngularJS (Intermediate)	Node.js (Intermediate)	React.js (Intermediate)	