Bastián Martínez Henríquez

Computer Science Engineer

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Experience

Apr 2023 – *present*

Mobile Developer at Transapp (https://www.transapp.cl/)

SUMMARY

Transapp is a leading technology and innovation company specializing in passenger transportation that has played a pivotal role in Chile's public transportation sector.. They are dedicated to enhancing people's quality of life by providing tailored mobile application services and personalized software consultations. They are renowned for creating and managing the key apps for public transportation, namely 'Red' and 'Red Regional,' which have significantly improved the commuting experience for people across the country.

- Tech Lead for the Flutter Team: Spearheading the Flutter development team, responsible for the ongoing development and maintenance of two crucial apps: Transporte DET and Conductor DET.
- Transformation to Flutter: Leading the migration process, translating native apps to Flutter, resulting in more efficient, versatile, and cross-platform applications that benefit both users and the organization.
- Innovative Development: Actively involved in the research and development of new applications, leveraging your expertise to drive innovation and create cutting-edge solutions.

Languages

Spanish : ★★★
English : ★★☆

Skills

Web Development : ★★★

HTML CSS Javascript Django Vue
React Quasar PHP Java C

Data Mining and Processing :

★★★

Python R Postgres Redis
Elasticsearch

Videogames Development : ★★★

Godot Unity PyGame

Multimedia : ★★★

Blender Fusion360 Scratch

Jan 2020 – Apr 2023

Full Stack Developer at **ISCI** (https://isci.cl/)

SUMMARY

ADATRAP is an ISCI project that focuses on processing, analyzing, and visualizing data from the transportation services in the metropolitan region of Chile. Its primary goal is to provide insights into the transportation system's performance and identify opportunities for improvement. By leveraging advanced data analysis techniques, ADATRAP aims to optimize the transportation system's efficiency, enhance passenger experience, and reduce environmental impacts.

- Created new views, functionalities, and queries for the Metropolitan Public Transport Directory based on stakeholder needs, providing better insights into the system's performance and improving the user experience.
- Implemented unit tests to ensure code quality and stability.
- Implemented CI/CD processes using Travis-CI and Coveralls platforms, streamlining the deployment process and enabling efficient delivery of new features and updates.
- Improved and corrected legacy code for the ADATRAP Project,resulting in enhanced performance and improved maintainability.
- Developed Python software for processing Covid-19 data for the Ministry of Science, Technology, Knowledge, and Innovation, resulting in the creation of an accurate and efficient data table.

Jan 2016 – Jan 2018

Backend Developer at **Newtenberg** (https://www.newtenberg.com/)

SUMMARY

The **Newtenberg Engine** is a framework developed by Newtenberg for the management of large collections of content and documents. The framework provides a range of tools and features for organizing, storing, and retrieving content, as well as for collaborating and sharing information among users. With the Newtenberg Engine, organizations can efficiently manage large volumes of content, including text, multimedia, and structured data, across multiple channels and platforms.

- Designed and developed PHP scripts to create XML files using OAI-PMH protocol and extract metadata from static websites.
- Implemented daemons to generate XML files on high-content servers.
- Implemented Metadata Harvester in Java to serve metadata via REST protocol, improving data management and sharing processes.
- Analyzed the source code of a CMS created in Perl and created unit tests for each component of the CMS.
- Developed a web application using these unit tests, serving as a CI system.

Education

Master in **Sciences, mention in Computer Science** from **University of Chile**

- CC5408 Video Game Design and Development Workshop
- CC6201 Computer Science Research (Methods, Techniques, Perspectives)

Bachelor in **Engineering specializing in Computer Science** from **University of Chile**

- CC5206 Introduction to data mining
- CC5114 Neural Networks and Genetic Programming
- CC6401 Agile Software Development Methodologies Workshop

Volunteer

Dec 2022 – Apr 2023

Founder at **Club Ancients Chile**

SUMMARY

Club Ancients Chile is a national esports federation dedicated to the popular game Dota 2. The federation is committed to developing and promoting the esports scene in Chile and South America, providing opportunities for players to compete at a high level and fostering a supportive community around the game.