Juan José Rueda Viveros

Software Engineer & AI Engineer

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Education

Universidad Cooperativa de Colombia — Pasto, Colombia
B.S. in Software Engineering (5th semester) — Aug 2024 – May 2028 (expected)
Relevant Coursework: Data Structures, Interface Design.

Colegio Filipense "Nuestra Señora de la Esperanza" — Pasto, Colombia
High School Diploma (Bachiller Académico) — Dec 2022

Experience

Ancla Calma · Universidad Pontificia Bolivariana (UPB) project — Remote
Software Developer (React, Vite, Tailwind, Supabase) — 2026

- Turned a UPB design team's concept into a working emotional-support web app for university students.
- Built it end to end with their feedback, from the interface to Supabase accounts, and deployed it on Vercel.

Coldulces La 21 — Pasto, Colombia
Customer Service Representative — Mar 2023 – May 2026

- Advised in-person and remote customers; managed billing, cash handling and inventory control.
- Supported logistics and order distribution, coordinating deliveries to shorten delivery times.

Projects

Vigía · *Flutter, Kotlin, MediaPipe, Firebase* — 2026

- Built an Android app that detects sustained eye closure with MediaPipe Face Landmarker running on the device (CameraX, native Kotlin engine), with per-driver calibration and voice guidance.
- Added alerts with sound and vibration patterns, a local session history and Firebase accounts.

Ancla Calma · *React, Vite, Tailwind, Supabase* — 2026

- Guided breathing, grounding and sensory exercises, crisis help lines, a private journal with voice notes and trusted contacts.

FinanzIA · *Next.js, Java, LangGraph* — 2026

- Co-built a conversational personal-finance assistant: a Next.js chat with a secure backend-for-frontend, a Java backend and a LangGraph agent on the OpenAI API that records expenses, income, budgets and savings goals.

Chef Digital · *Electron, Svelte, TypeScript, Supabase* — 2026

- Built a desktop assistant for Windows, macOS and Linux that suggests recipes from the user's pantry and guides each step with timers, voice narration and hands-free voice commands (Gemini, Vosk).
- Added Supabase accounts and a backend on Edge Functions, covered by 550+ automated tests (Vitest).

Ecos de la Tierra · Vinyl Player · TickGo · *Godot, JavaScript, Kotlin* — 2026

- Ecos de la Tierra (team): Godot RPG whose boss adapts mid-battle via pre-trained Q-learning.
- Vinyl Player: music player whose playlist is a doubly linked list, with an LRU cache and a Web Audio visualizer.
- TickGo: Wear OS app that plans preparation backwards from an event and learns how long the user really takes.

Skills

AI: LLM agents with LangGraph and LangChain on the OpenAI API (sub-agents, tool calling, LangSmith), Gemini API, reinforcement learning (Q-learning), on-device computer vision (MediaPipe), speech recognition (Vosk).
Programming: Java, Python, JavaScript, TypeScript, Dart, Kotlin, SQL, HTML/CSS.
Frameworks & tools: React, Next.js, Svelte, Tailwind, Flutter, Electron, Django, Node.js, REST APIs; PostgreSQL, MongoDB, Supabase, Firebase; AWS (Lambda), Git, GitHub.
Engineering: OOP, data structures, design patterns, software architecture, database design, debugging.
Language: Spanish (native), English (C1; General English course, Bayswater College, Calgary, Canada).