

Christopher Eder CHANTRES JUSTO

tool.chantres@gmail.com | github.com/ChristopherChantres | linkedin.com/in/christopher-chantres | Puebla, Mexico

EDUCATION

Universidad de las Américas Puebla (UDLAP) - Mexico

August 2024 – May 2028

- Bachelor of Science in Data Science | GPA 4.0/4.0
 - Algorithms & Programming - Calculus 1 - Matrix Theory - Object Oriented Programming
- Member of the Honours Program - Scientific Research on Graph Theory and its Applications. June 2025 - Present
- Co-Founder & Vice-President at Bitwise Competitive Programming Club Feb 2025 - Present
 - Led competitive programming & career growth workshops for +30 students on weekly sessions.
- STEM Ambassador July 2025 - Present
 - Mentored +85 high school students during UDLAP's STEM Summer Week "Internship Preparation" workshops.
 - Served as a speaker, competitor, and team leader for UDLAP's official STEM representative team.

SKILLS

Programming Languages: Python, JavaScript/TypeScript, C/C++, Java, Swift.

Technologies: Docker, Git, GitHub, Linux, PostgreSQL, HTML, CSS, Arduino UNO, Figma.

Frameworks/Libraries: FastAPI, Django, React.js, Next.js, Pandas, PyTorch.

Spoken Languages: Spanish (Native), English (B2 DET), French (A2).

EXPERIENCE & COMPETITIONS

Software Engineer Fellow | Uber

December 2024 – Present

- Accepted from the top 3% of a global applicant pool to join the Uber Career Prep (UCP) 2025 Undergraduate Cohort.
- Analyzed and solved problems through advanced data structures and algorithms.
- Engaged in workshops and mentorships to strengthen technical skills, interview readiness, and advance career growth.

International Collegiate Programming Contest (ICPC) Mexican Finals 2024

September 2024 – November 2024

- Qualified for the 2024 ICPC Mexican Finals by solving problems and optimizing solutions under time constraints.
- Ranked 63rd out of 120 teams in my first ICPC Mexico Finals, showcasing problem-solving skills and resilience.
- Obtained an "Honorable Mention" thanks to my commitment and team support throughout the competition.

National iOS Development Lab Hackathon Swift Change Makers | Apple & Enactus Mexico

May 2025

- Secured 2nd place in the category of "Best Solution".
- Engineered an MVP for BBVA that automated SME legal registration and delivered an intuitive dashboard, serving a market of 3.2 million businesses.
- Directed UI/UX design in Figma (wireframes & aesthetics) and crafted the project pitch.

Frontend Developer | Maple Movers (Toronto, Canada)

October 2023 – December 2023

- Developed UI for company website using Next.js, increasing appointment bookings by 34% and improving SEO rankings.
- Managed frontend server, configuring DNS, CNAME, TXT, and AAA records; ensured uptime with Vercel and Cloudflare.

PROJECTS

Sargassum Classifier AI Model | Computer Vision & Deep Learning

June 2025

- Developed a multi-class image classification model using PyTorch and Swin Transformer architecture to predict Sargassum seaweed levels in Mexican Caribbean beaches, achieving 4th place in MEIA UNAM 2025 competition.
- Implemented ML techniques including class imbalance handling, data augmentation, and early stopping with learning rate scheduling to optimize model performance.
- Built deep learning pipeline with transfer learning and comprehensive evaluation metrics (precision, recall, F1-score).

Scientific Calculator | C++, Linux

November 2024

- Programmed a C++ calculator for powers, slopes, quadratic equations (real/complex), and 3D vector cross products.
- Developed functionality to save tabulated linear and quadratic equation points in a .txt file.

SmartDuino | Django, Python, HTML, CSS, Arduino UNO

June 2023

- Designed and built a wireless LED controller system using Arduino UNO and Firmata2, allowing students to create and manage multiple light shows through custom hardware and software integration.
- Deployed the system across schools in the York Catholic District School Board, enhancing educational engagement by introducing interactive technology; received the 2023 Computer Engineering Award for innovative application.