

# Jhonatan Arias

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## Education

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### Universidad Nacional de San Agustín (UNSA)

*Arequipa, Peru*

*Bachelor of Science in Systems Engineering (Computer Science equivalent)*

*Dec 2027*

- **Certifications:** Google Cloud Computing Foundations, Oracle APEX Developer Certified.
- **Relevant Coursework:** Data Structures, Algorithm Analysis, Software Architecture, Operating Systems.

## Skills

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**Programming Languages:** TypeScript, JavaScript (ES6+), C++, Python, Java, PHP, SQL, HTML, CSS

**Technologies & Tools:** React, Next.js, React Native, Tailwind CSS, Supabase, PostgreSQL, Laravel, Node.js, Vercel, Git, Docker, Linux, Figma, REST APIs

## Experience

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### Software Developer

*Remote*

*ACRU Mexico | Misioneros Digitales*

*Jan 2026 – Feb 2026*

- Architected and deployed internal management systems using Laravel and PHP, optimizing administrative workflows and core data processing for the organization.
- Engineered custom WordPress plugins, extending CMS functionality and RBAC (Role-Based Access Control) based on specific internal requirements.
- Collaborated on the design and implementation of cross-platform mobile interfaces utilizing Flutter.

### Full-Stack Developer

*Remote*

*IELP | Non-Profit Organization*

*Jan 2025 – Dec 2025*

- Spearheaded the organization's digital transformation by architecting a React Native and Expo mobile application (Himnario App), currently deployed in production.
- Engineered a PostgreSQL database and Next.js frontend platform to handle nationwide event registrations and multimedia feeds for Radical Camp 2025.

### Freelance Software Engineer

*Arequipa, Peru*

*Independent Educational Systems*

*Mar 2024 – Present*

- Shipped **Brigadapp** (2026) to production, a full-stack Next.js and Supabase SaaS adopted by educational institutions, managing 50+ recurrent users and reducing paper-based incident reporting to 0%.
- Developed and commercialized **Educheck** (2024), an automated smart attendance and parent notification system using Node.js and WhatsApp API.

### Automation Developer

*Cabana, Peru*

*Municipality of Cabana (INDECI)*

*Aug 2023*

- Developed Python automation scripts for data ingestion, validation, and cleaning of high-volume critical data for the Civil Defense system.
- Optimized operational pipelines, reducing manual data management workloads from 2 months to a 3-day automated execution process.

# Projects

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## **WaOS Simulator** | *C++, Qt Framework, OS Theory, Algorithms*

- Engineered a high-level educational simulator for Operating Systems, visualizing scheduling algorithms (Round Robin, FIFO) and memory management (Pagination, Segmentation) with real-time Gantt charts.

## **Knowledge Wardens** | *TypeScript, React, Vercel AI SDK, Game Design*

- Architected the core state logic of an AI-driven educational RPG web app where players learn programming fundamentals via dynamically generated challenges.

## **Ayni Platform** | *TypeScript, Tailwind CSS, Hackathon Winner*

- Led a team in developing a collaborative remote health monitoring platform for vulnerable areas, establishing a scalable component library in React and representing UNSA at InnoSur Hackathon.

# Leadership & Competitive Programming

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## **High-Performance Competitor**

*Training Camp Argentina & RPC*

*International*

*2023 – 2025*

- Mastered graph theory, dynamic programming, and advanced data structures in C++ during an immersive algorithmic training program at UTN (Argentina) alongside LatAm's top programmers.
- Consistently ranked **Top 5 in Peru** and **Top 20 in LatAm** in RPC and 24-hour IEEEExtreme marathons, demonstrating strong problem-solving skills under extreme time constraints.

## **STEM Mentor & Tech Educator**

*Colegio de Ingenieros del Peru*

*Arequipa, Peru*

*2023*

- Led mentoring sessions teaching Python to adolescents, culminating in the successful organization of a competitive programming contest to foster local young tech talent.

## **Active Member & Developer**

*CEIS, IEEE & ACM Student Chapters*

*UNSA*

*2024 – Present*

- Co-developed the CoderDojo Platform (React, UI/UX), a gamified educational platform to teach programming fundamentals to elementary school students.