

Joel Cristian Perca Quispe
AI/ML Researcher & Software Engineer

Rio de Janeiro, BR — joelperca.vc@gmail.com — (21) 993468889 — <https://www.linkedin.com/in/joelperca/>

Applied Researcher and Software Engineer with 3+ years of professional development experience and an M.S. in Applied Mathematics & Data Science (in progress). Adept at translating complex theoretical models into functional, scalable applications using Python, NodeJS, React, and TypeScript. Proven expertise in mathematical modeling, data structures, and developing solutions for research environments. Skilled in Agile methodologies, team leadership, and contributing to open-source projects.

EDUCATION

Applied Mathematics and Data Science Master's Degree

EMAp - Getulio Vargas Foundation (2025 - Now)

- Member of the Visual DS Lab research group, under the supervision of Professor Jorge Poco

Computer Science Bachelor's Degree

Universidad Nacional de San Agustín (2019 - 2023)

- Graduated 2nd in class out of 22 students
 - Weighted GPA: 17.2675 / 20
 - Relevant coursework: Artificial intelligence, Topics of Artificial Intelligence, Applied Mathematics for Computing.
-

RESEARCH EXPERIENCE

Main Authored a research paper (2025)

EuroVIS

"URBANCLIPATLAS: A Visual Analytics Framework for Event and Scene Retrieval in Urban Videos". Joel Perca, Luis Sante, Juanpablo Heredia, Joao Rulff, Claudio Silva & Jorge Poco.

Co Authored a research paper (2025)

SIBGRAPI

"STRive: An association rule-based system for the exploration of spatiotemporal categorical data". Mauro Diaz, Luis Sante, Joel Perca, João Victor da Silva, Nivan Ferreira & Jorge Poco.

Undergraduate Thesis Project (2023)

Universidad Nacional de San Agustín

"Deep Reinforcement Learning with a Human-Robot Interaction Approach for Local Navigation of Mobile Robots"

PROFESSIONAL EXPERIENCE

NTT DATA

Jan 2024 - Jan 2025

Robotic Process Automation (RPA) Developer

Key Responsibilities:

- Designed and developed business applications using Power Apps to streamline workflows.
- Automated processes using Power Automate, integrating multiple services and applications.
- Collaborated with multidisciplinary teams to identify automation opportunities and optimize existing processes.

Key Achievements:

- Reduced manual task processing time by implementing automated solutions.
 - Trained and supported colleagues in the use of automation tools and Low Code development.
-

GRUPO CEU PERÚ

Dec 2023 - March 2025

Software Engineer & Tech Lead

Key Responsibilities:

- Developed automations for mass messaging on WhatsApp, enhancing communication efficiency.
- Created Python scripts for automated batch certificate generation.
- Implemented and maintained the corporate website, ensuring functionality and accessibility.
- Developed a virtual classroom platform to facilitate online training (Python + React).
- Implemented an admin panel for internal resource and data management.

Key Achievements:

- Optimized sales processes through the implementation of an efficient CRM system.
- Increased communication efficiency with clients through WhatsApp message automation.
- Reduced certificate issuance time by 90% through automated scripts.
- Improved end-user experience and functionality of the website and virtual classroom platform.

BITMAKER.LA

Web Scraping-focused Company

October 2022 - September 2023

Software Developer

Key Responsibilities:

- Implemented and managed containerization and orchestration services using Docker and Kubernetes.
- Developed RESTful APIs using Django Rest Framework.
- Created advanced web scraping solutions with the Scrapy framework.
- Developed user interfaces with React and TypeScript, utilizing microfrontend architecture with Webpack.
- Integrated UI components with Ant Design for React.

Key Achievements:

- Improved efficiency of project uploads to the cloud for users with slow internet speeds.
- Developed highly functional and styled user interfaces, enhancing the end-user experience.

IN-SIDE PROJECTS

Podchy: Code as a Service Platform

- Developed a Code as a Service platform based on Kubernetes for code execution through a web interface.
- Designed platform architecture based on microservices with cloud scalability criteria.
- Deployed the project on Google Cloud Platform using CI/CD with GitHub Actions.

PARTICIPATION/PRIZES AND HONORS

Universidad Nacional de San Agustín

- As the student representative of the Computer Science Professional School in 2023.
- Secured **second place in the Competitive Programming Contest**: Received a certificate of recognition for outstanding performance and achieved second place in the Competitive Programming Contest during the "COMPUTER SCIENCE WEEK 5th EDITION" - 2022.
- **Outstanding Academic Performance**: Recognized for excellent academic performance during the academic period "A" of 2022 in the School of Computer Science.

SKILLS

Areas of Interest: Artificial Intelligence, Software Engineering, Process Automation (RPA).

Certifications:

- Microsoft Certified: Power Platform Fundamentals.
- AWS Academy Graduate - AWS Academy Cloud Architecture.
- Fundamentals of Accelerated Data Science.

Technical Skills: Python, NodeJS, React, JavaScript, TypeScript, Git, Docker, Kubernetes, Figma.

Language Skills: Spanish (Native), English (Conversational)