

Isaac Rojas Sosa

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Enthusiastic college student with a passion for leveraging technology to address real-world challenges, seeking an internship to gain hands-on experience in the field of software development.

EDUCATION & CERTIFICATIONS

Bachelor of Science in Computer Science, Tecnologico de Monterrey

Graduating in June 2026

Relevant Coursework: Calculus, Data Science and Mathematics, Object Oriented Programming, Statistical Analysis, Modeling Programming of Data Structures and Algorithms (in progress)

Exploration Into Mindfulness IBM SkillsBuild

October 2023

Web Development Fundamentals Digital IBM Degree IBM SkillsBuild (In progress)

October 2023 – November 2023

SKILLS & PROFICIENCIES

Programming Languages	C++, MATLAB, JavaScript (Intermediate), Python, SQL (Basic)
Technologies	HTML, CSS, Visual Studio Code, GitHub, Figma
Languages	Spanish (Native), English (Proficient), German (Basic)

- Strong analytical and critical thinking skills.
- Ability to collaborate effectively on group projects.
- Willingness to learn and adapt to new technologies and environments.

MAJOR PROJECTS

OptiFood (2023)

- Co-Created a web application in a team of 4, that helps users discover recipes using ingredients from their pantry. The AI-powered system prioritizes soon-to-expire items, reducing food waste. This project, utilizing **HTML, CSS, JavaScript, Python**, and **OpenAI API**, earned a **top 10 ranking** out of 100 teams at HackMTY 2023.

Pharaoh's Curse (2023 - On going)

- Actively contributing to a team of seven in the development of a 2D horror game using **Unity**. My responsibilities include **game development, level design, mechanics, and gameplay enhancements**. **GitHub** is used for version control to maintain project progress.

Website Development for Sangre de Maguey (2023 - On going)

- Currently involved in the development of a website for Sangre de Maguey a mezcal business, with the goal of expanding their online presence and enabling e-commerce capabilities. The project entails utilizing **HTML, CSS**, and **JavaScript** to create an engaging and functional website. I am responsible for **web design, front-end development**, and **e-commerce integration**.

Marie.js Emulator (2023)

- Developed a functional Marie.js emulator in Python with a Tkinter-based user interface, capable of simulating Assembly operations, memory usage, and micro-operands.

Sorting Logs (2023)

- Developed a custom search log organization tool in **C++** to efficiently manage and filter search logs. Implemented key data structures, including binary search trees, linked lists, and heaps, along with sorting algorithms. This project enhanced log data organization, enabling rapid retrieval and analysis.

Parking Lot Management System (2023)

- Developed a **C++** program for efficient parking lot management. The system reads data from a text file and offers robust functionality for card management, vehicle entry recording, hour calculation, and parking fee computation based on card types and entry/exit times.

Volcanic Eruption Simulator (2022)

- Developed a **MATLAB** application for simulating volcanic eruptions and their associated projectiles. The simulation serves as a training tool for authorities to prepare for eruption scenarios. Leveraged the App Designer tool to create an intuitive user interface. The project offers precise representations of volcanic eruptions and projectile behaviors across various scenarios.

PARTICIPATIONS

- **Competitor in Hackathon MTY 2023**. Placed in the top 10 of 100 teams.
- **Competitor in Game Jam 48ToPlay 2023**