Lucio Arturo Reyes Castillo
B.S. Computer Science and Technology

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Sixth-semester Computer Technology Engineering student passionate about developing innovative solutions through hands-on projects, teamwork, and continuous learning to solve real-world challenges.

CERTIFICATES

AWS Certified Cloud Practitioner
Amazon Web Services - February, 2025

AWS Cloud Essentials
Amazon Web Services - February 2025

JavaScript Algorithms and Data Structures
FreeCodeCamp - June, 2023

LANGUAGES

- Spanish - Native
- English - Advanced (B2)
- French - Basic (A2)
- German - Basic (A2)

AWARDS

1st Place – Gold Medal, Nomination for Best Integrated Human Practices at the iGEM competition

67th Place – GPM-ICPC Mexico
Achieved 67th place in the prestigious GPM-ICPC

HARD SKILLS

Programming Languages:
Python (Intermediate), C++ (Intermediate), Go (Basic), JavaScript (Intermediate) and Flutter (Basic)

Web Development
HTML5, CSS3, SASS and React

Databases
SQL, DynamoDB, MongoDB and Neo4j

Networking
Fundamentals of Networking (Cisco CCNA)

SOFT SKILLS

- Teamwork
- Leadership
- Problem-Solving
- Adaptability
- Communication
- Time Management
- Initiative

EXPERIENCE

Consultant of ISQS Services
January 2018 – August 2023

- Led strategic marketing and sales initiatives in the automotive industry.
- Implemented information security management systems aligned with ISO/IEC 27001:2022, IATF 16949, ISO 9001:2015, and ISO 22301:2019 standards.
- Designed and deployed full-stack web applications ensuring responsive UI, backend efficiency, and secure database integration.

EDUCATION

Monterrey Institute of Technology and Higher Education
B.S. Computer Science and Technology

August 2022 – Present
Expected Graduation: June 2026
GPA: 95.92

ACADEMIC PROJECTS

Cropopoly
February - June 2024

Developed as an academic project in collaboration with Verqor, a company focused on innovative agronomic solutions. Led the development of an interactive game using Unity and C#, with a Cassandra-based backend. Managed server setup and applied Agile methodologies, including Scrum, throughout the project. The game was completed as a functional prototype for educational purposes.

Zazil
August - December 2024

Designed and developed Zazil, an academic prototype of a functional e-commerce mobile app for Android using Kotlin and Jetpack Compose. Integrated a cloud database for real-time functionality and implemented CI/CD pipelines with Jenkins. Focused on accessibility and user experience throughout the development process.

EXTRACURRICULAR ACTIVITIES

Dandelion at Eugenio Garza Sada Program (EGS)
July 2024 - Present | Tecnológico de Monterrey

Developed leadership and entrepreneurial skills through a high-impact social project: a website designed to teach programming from scratch, with a focus on accessibility for underserved communities. Led the entire development using HTML, CSS, and JavaScript. The platform has reached hundreds of users and is intended for use in workshops to introduce coding to beginners, fostering digital inclusion and education.

iGEM TEC CEM
May 2024 – October 2024 | Tecnológico de Monterrey

Developed and designed the official project website for a biotechnology project (Active Linked Edible Biopeptides in B. subtilis) competing in iGEM, using HTML5 and CSS.