ANDREA GZZ BURNES

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EDUCATION

Instituto Tecnológico de Estudios Superiores Monterrey

Bachelor's Degree in Computer Technologies Engineering Relevant Courses:

- · Object-Oriented Programming
- · Introduction to cybersecurity and risk management

August 2022 - June 2026 GPA 99.25/100

SKILLS

- Programming Languages: Python, JavaScript, HTML, CSS, C#, C++, R, Matlab, Julia, RStudio
- Databases: MySQL
- Tools: GitHub, Unity, Excel, Cisco Packet Tracer, Figma, Adobe Photoshop
- Languages: Cambridge Certificate English level B2, Native spanish

NOTABLE PROJECTS

Interconnection of Devices

May 2024

- Development, a company that was the result of the merger of two micro-businesses. The main objective was to propose a design and perform an analysis of the complete network infrastructure of both microenterprises, thus connecting them through a WAN link.
- The tools used were Cisco Packet Tracer to simulate the WAN link connection between the two microenterprises.

Software Construction and Decision Making

May 2024 - June 2024

- UML diagrams, I was in charge of generating the diagrams of the project focused on Unity
- HTML frontend, I made a forntent screen in HTML language, which consisted of filtering information required by the used.

Multi-Agent Warehouse Simulation

August 2024 – September 2024

- I developed, in collaboration with a team, a simulation of autonomous robots using Unity in which the objective was to use autonomous robots to carry packages.
- **C# codes were created** to simulate autonomous robots when picking up and dropping off objects. Like other functions important to the effectiveness of the warehouse

ACTIVITIES

Representative Flag Fotball

January 2024 - Present

• I belong to the Tecnológico de Monterrey flag football team.

Catechism CXoordinator at Corpus Chirsti Parish

August 2024 - Present

• Coordinator and teacher of catechism group, where I guide the teachers to teach catechism to more than 80 childrens.