FELIPE RAMOS

+52-5540047517 · felipe.ramos099@gmail.com · LinkedIn · Github

---

EDUCATION

Instituto Tecnológico de Estudios Superiores Monterrey   August 2022 - June 2026
Bachelor's Degree in Computer Technologies Engineering   GPA 90.12/100
Relevant Courses:
- Object-Oriented Programming
- Data Structures and Fundamental Algorithms Programming
- Internet of Things Implementation

SKILLS

- **Programming Languages:** Python, JavaScript, HTML, CSS, C#, C++, R, Matlab, Arduino
- **Frameworks:** Flask, Express, React, .NET, scikit-learn, NLTK
- **Databases:** MySQL, Microsoft SQL Server
- **Tools:** Node.js, GitHub, Google Cloud, Postman, Unity, Oracle Apex, Excel, Packet Tracer
- **Languages:** English level C2 Advanced, Spanish Native

NOTABLE PROJECTS

Multi-Agent Warehouse Simulation   **August 2024 - September 2024**
- **Developed an autonomous warehouse simulation** using Python and Unity, integrating Q-Learning to train robots for optimal task handling and collision avoidance.
- **Designed an intelligent Q-Learning policy** to allow robots to dynamically adjust their paths, optimize task allocation, and reduce manual routing efforts.
- **Enhanced the system's flexibility with real-time data analysis with 2D and 3D visualizations,** enabling the robots to learn continuously and improve task execution without human intervention.

Spam Filtering using NLP   **June 2024**
- **Developed a spam filtering system** using Natural Language Processing (NLP) techniques and machine learning models (SVM and Random Forest) in Python.
- **Implemented integration with the Gmail API** to demonstrate spam filtering in a real environment, allowing users to classify emails and move them to specific spam or ham folders.
- **Used libraries such as scikit-learn, NLTK, and Flask** to build an interactive web application that showcases the filter's real-time functionality.

Gamified Learning Platform for Employee Training   **February 2024 – May 2024**
- **Developed, in collaboration with a team, a cutting-edge web application using React JS and Express** to encourage employees to complete programming courses through gamification where course progress provided advantages in a Unity-based clicker game.
- **Designed an interactive admin panel** for precise monitoring of user progress, leveraging SQL Server on Google Cloud for robust data management and reporting.
- **Integrated various technologies such as React JS, Express, and Unity** to create an engaging and motivating user experience, improving the effectiveness of employee training programs.

LEADERSHIP AND ACTIVITIES

Ikusi Velatia Recognition   **June 2024**
- Received recognition in a university project for having the best network design for a medium-sized company using a three-layer network model in Cisco Packet Tracer.

Vice President of the Astronomical Society at Tecnológico de Monterrey   **February 2024 - Present**
- Coordinator and teacher of the Cosmonauts project, where I teach astronomy to more than 50 students.
- Supervisor and collaborator of Quasar, the largest scientific magazine at Tecnológico de Monterrey.