Alberto Medina Gutiérrez

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EDUCATION

Escuela Superior de Cómputo, Instituto Politécnico Nacional
Degree: Ingeniería en Sistemas Computacionales
Studying since Fall 2011 with a Scholarship
Graduating in December 2015
Cumulative GPA: 93/100

WORK EXPERIENCE

17/03/2014 – 14/11/2014
Social work at Centro de Investigación en Computación - CIC (Computer Science Investigation Center)
Developer assistant, México D.F., Mexico
Tasks: Java and C++ developer for small projects such as finding files whose name followed certain patterns in a folder tree containing thousand of files. Developed C++ applications for Windows operative systems using biometric frameworks for storing personal information about receivers of the governmental program "Cruzada Nacional sin Hambre", MySQL as DBMS and Visual Studio as IDE. Researching multiple technologies and frameworks.

SIDE PROJECTS

In progress
Summary: A desktop application for Windows operative system using C# and GUI templates (including WPF elements) for enabling kids and adolescents (from age 8 to 15) to generate a flow diagram which is translated to hexadecimal instructions a small custom robot can follow. This project is similar to Scratch.

MAJOR SCHOOL PROJECTS

"Viaje Huron Galáctico" (Ferret Galactic Journey)   Fall 2011
Summary: A video game for desktops and laptops running a Linux distribution using OpenGL. The game uses mechanics similar to "Mega jump".
Tasks: Game designer, creating the basic mechanics for the game as well as some algorithms such as the enemies generation and controls designer managing the user input through the keyboard.

"Wandroid Ware"   Fall 2012
Summary: A video game for devices with Android 4.x operative system which consisted in a game composed of micro games which followed a similar structure. The game is not published on the play store and is similar to the Wario Ware games.
Tasks: Designer and lead programmer for most micro games using libraries made by a project partner. Each micro game used different mechanics, user interaction through the use of the touch screen and some of them used data structures such as queues or containers.

AWARDS AND ACHIEVEMENTS

Second place at ACM ICPC Mexico and Central America Regional Contest at ITESM Queretaro, November 2013
Participant in ACM and online programming contests since 2011

TECHNICAL SKILLS

Programming Languages:
C++	4 years
C	4 years
Java	4 years
PHP	4 years
C#	4 years
Python	2 years

Platforms: Windows (Win7, Server 2008) as user and developer, Linux (Ubuntu, Debian and Linux Mint) as user and Android (4.x) as user and developer.

RDBMS: MySQL (4 years) and SQLite (1 year)

- I'm able to adapt quickly to use the functions of frameworks and other libraries or technologies as JSP and XNA Framework.
- I'm skilled at implementing various algorithms and data structures.
- I quickly learn programming languages that I haven't used before.
- I am able to easily read and understand code.
- Languages: Spanish (native), French (basic with DELF A1 certification) and English (B2 according to CERF)