Luis Alfredo Carmona Martínez

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Education

Tecnológico de Monterrey (ITESM) Expected graduation date: Jun. 2027
B.S. in Computer Science and Technology | Link to all courses ***GPA: 94/100***
Relevant Courses: Maths and Data Science (Python), OOP (C++), Algorithms and Data Structures I (C++), Computational Thinking and Programming (Python)

Experience

SOCA Exchange Jan. 2024 - Jun. 2024
Junior Web Developer *HTML, CSS, JavaScript, React, Git, GitHub, Firebase*

- Built SOCA's web platform where users can exchange second hand clothes between them with points system.
- Leveraged technologies such as React, Firebase and MUI to build a modern front-end application.
- Engineered the address information page and organized up to 50 addresses into separate Firebase collections for improved data management and accessibility.

Projects

ChatERP May. 2024 - Ongoing
GUADALAHACKS's ERP project that operates using natural language *JavaScript, HTML, CSS, React, GitHub, SQL*

- Winner of both 'Best AI Implementation' and 'Best Social Enterprise' out of 25 teams at GUADALAHACKS's Hackathon.
- Integrated GPT-4 API to generate SQL queries from users' natural language instructions.
- Orchestrating the development and maintenance of the database and front-end, ensuring seamless integration and optimal performance.

Tasks & Triumphs Sep. 2024
HACKMTY - Major League Hacking project to create and track habits *Oracle APEX, SQL, CSS*

- Developed a habit-tracking platform with role-playing elements using Oracle APEX low-code tools, featuring an intuitive interface for real-time tracking and personalized challenges to boost user engagement by 20%.
- Engineered a flexible point-based system across seven well-being, dimensions, empowering personalized progress tracking and challenge completion.

Snakes & Ladders May. 2024 - Jun. 2024
CLI-based game with real-time board updates and customizable board sizes. *C++, GitHub*

- Built a Snakes and Ladders game with an object-oriented approach, implementing core game functionalities such as board generation, player movement, and win condition logic.
- Designed and implemented a customizable colored terminal board with real-time updates each turn, supporting 2-6 players and displaying up to 30 snakes and ladders per game.

Monopoly Nov. 2023
Command Line-based Monopoly-like game using Object-Oriented Programming *C++*

- Programmed a Monopoly-style game with 27 campus buildings as properties and student experiences as event cards.
- Developed a system that displays players' positions, properties, and available money based on their turn.

Volunteering

Student Community - @revo.tec Jul. 2024 - Ongoing
Peer Mentor

- Facilitating the integration of 9 first-year students into university life by providing career mentoring and advice.

Skills

Certifications:
Oracle Next Education: Back-End specialization

Languages:
Python, C++, SQL, HTML, CSS, JavaScript

Technologies & Tools:
React, Git, GitHub, Node.js.