

Carlos Manuel Galindo Celis	<hr/> <div>Cancún, Quintana Roo, México</div> <div>+52 1 998 307 0109</div> <div>cgalindocelis@gmail.com</div> <hr/>
	<div>Creative programmer with algorithmic, problem solving skills and knowledge of game development, virtual and augmented reality. Used to working in collaborative as well as competitive environments. Eager to learn new technologies that help me build better solutions.</div> <hr/>
Experience	<div>Arckram Kreator Studios, Founder, Developer, 3D Artist, Etc</div> <div>JANUARY 2019-PRESENT, CANCÚN</div> <div>Founder of a video game design and development studio.</div> <div>Mexican Olympiad of Informatics, Teacher</div> <div>JULY 2018-PRESENT, CANCÚN</div> <div>Teaching competitive programming to elementary, middle and high school students aspiring to the Mexican Informatics Olympiad (OMI) in the state of Quintana Roo.</div> <div>"Fishbowl of the Mexican Caribbean", Developer</div> <div>OCTOBER 2018-PRESENT,CANCÚN</div> <div>Virtual Reality (VR) project that seeks to recreate an area of the Mexican Caribbean through the Unity game engine and VR technologies. Directed by Dr. David Israel Flores Granados at Universidad del Caribe</div> <div>Workshop: Principles of 3D Animation with Human Models, Speaker</div> <div>NOVEMBER 2018, CANCÚN</div> <div>Gave an introduction to 3D Modelling in the workshop led by Dr David Israel Flores Granados during the 12th Engineering Congress of the Universidad del Caribe.</div> <div>Training course: Problem-based learning as a teaching resource in programming classes, Facilitator</div> <div>SEPTEMBER 2020, CANCÚN</div> <div>Facilitator in the 20-hour training course: Problem-based learning as a teaching resource in programming classes. Organized by OmegaUp.</div>
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	<div>Bronze Medal at the Mexican Informatics Olympiad No. 21</div> <div>2016, VERACRUZ</div> <div>Grand Prize of Mexico and Central America 2017 Coordinated by ITESO. (Competitor)</div> <div>Grand Prize of Mexico 2018 Coordinated by ITESO. (Competitor)</div> <div>Grand Prize of Mexico 2019 Coordinated by ITESO. (Competitor)</div> <div>Competitor at Competitive programming contest ACM - ICPC (2017 - Present).</div>
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	<div>Universidad del Caribe, Data Engineering and Organizational Intelligence (7th semester)</div> <div>JULY 2017-JULY 2022, CANCÚN</div> <div>Activities:<ul style="list-style-type: none">University algorithmic club tutor</div>
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Technologies	<div>Programming languages<ul style="list-style-type: none">C++, C, C#, Python</div> <div>Tools<ul style="list-style-type: none">Sublime Text, Code::Blocks. Visual Studio Code, Git, Unreal Engine,Unity</div>
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Languages	<div>Spanish - Native</div> <div>English</div>