

BRANDON BELTRAN

CONTACT INFORMATION

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ABOUT ME

Computer engineering student, game development aficionado, mechanical keyboard enthusiast. Currently living in Mexico City.

Conversational English with a (expired) **TOEFL B2** certificate.

SKILLS

- I can explain complex topics with uninformed people using simple concepts.
- Problem solving with critical thinking. Always flexible.
- Quick to catch up.

EDUCATION:

Student at the National Polytechnic Institute – Computer Engineering

GITMA 2018: Conference cycle focused on artificial intelligence, celebrated at the Monterrey Institute of Technology and Higher Education.

Hackathon BBVA Bancomer 2019: ParQR. Javascript app that generates QR codes to aid payments through BBVA phone application.

Python programming with applications in the scientific field: 35-hour long python course imparted in the Computing Research Center CIC IPN. Basic usage of matplotlib, pandas and tensorflow for data science.

WORK EXPERIENCE

505. agency

Front-end developer - July 2019 through February 2021

- Created fully function websites from sketch files and simple mockups.
- Exchanged information with other developers to ensure proper integration.

School projects

Artificial Intelligence: A variety of graphical programs to test search and genetic algorithms. Made in Python 3 with PyQt5.

Pokémon battle simulator: Developed in Java with a simple graphic interface built on JavaFX.

Mexican association Quidditch webpage: Fantasy website deployed on a local apache server. Completely written in Java with servlets.

Regalos Mágicos: Fictional website made for gifts shipment. I was responsible on the route calculation and geolocation with the Google Maps API.

Data bases: Design and query from the fictional intergalactic federation database, their spaceships, weapons, and pilots. 38 tables approximately.

PERSONAL PROJECTS

GitHub - <https://github.com/armastardo>

RolePyGame: Game engine for text adventures developed in Python 3.

RSS Checker: RSS consultant developed in Python 3 and PyQt5.

SOFTWARE (WITHOUT CERTIFICATIONS):

Python 3: 4+ years on personal projects as well as school projects. Familiar with **PyQt5**. Basic usage of tensorflow, pandas and matplotlib libraries.

Git: Basic git usage in command line and desktop client.

Java: Basic knowledge and GUI development swing and JavaFX2.

Pure Javascript: Basic experience on front-end development.

Bootstrap and Materliaze: Extensive knowledge through web development.

C: Used in subject to develop automats and videogames (Allegro/Winbgim).

Inkscape: Multiplatform vector graphics editor (deviantart.com/bbr-a/).

Linux: Basic knowledge, enough for personal use.