

# CARLOS ALBERTO RAMÍREZ VICHE

## DETAILS

### ADDRESS

Veracruz  
México

### PHONE

+52 2294000453

### EMAIL

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## LINKS

[Github Portfolio](#)

[LinkedIn](#)

## SKILLS

C++

● ● ● ● ● ●

C#

● ● ● ● ● ●

Python

● ● ● ● ● ○

Unity

● ● ● ● ● ○

SQL

● ● ● ● ● ○

Java

● ● ● ● ○ ○

SwiftUI

● ● ● ● ○ ○

Git

● ● ● ● ○ ○

Unreal

● ● ○ ○ ○ ○

## LANGUAGES

English

● ● ● ● ● ○

## PROFILE

Programming student with experience in C++, C#, Python and Go with some school projects developed using Unity, currently taking courses of Gaming Development and Unreal.

I'm very passionate about video games and I really want to enter the industry. Committed to working as a collaborative and positive team member, contributing with my knowledge, and always looking to learn by myself.

## EDUCATION

### Engineer, Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)

Monterrey

Aug 2020 — Present

Computer software engineer career focused on computer science.

Expected graduation June 2024.

**Relevant Coursework:** Programming data structures and fundamental algorithms, Analysis and design of advanced algorithms and Software construction.

**GPA:** 3.86

## COURSES

### Introduction to C++ Programming and Unreal, Coursera

Aug 2022 — Sep 2022

### Introduction to C# Programming and Unity, Coursera

Aug 2022 — Sep 2022

### Computer Science: Algorithms, Theory, and Machines, Coursera

Aug 2022 — Present

## EXTRA-CURRICULAR ACTIVITIES

### Active Member, Pixel Borregos

Monterrey

Tecnológico de Monterrey Video Game Design and Development Club.

Part of the gameplay programming team and the mechanics design team.