

Dante Solórzano Ferrer

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Education

Universidad de Guanajuato

Bachelor's degree in information systems.

Expected Graduation June 2026

GPA: 3.2(4.0 scale)

Relevant coursework

Elements of Computer Science, Calculus 1 & 2, Algorithms, Object-Oriented Programming, Structured Programming, Database Design, IT Systems Audit, Telecommunications Networks, Data Transmission, Linear Algebra, Statistics 1 & 2, Discrete Mathematics.

Experience

Hackaton Valle de la Mentefactura – Semifinalist

May 2024

Participated in a state-level hackathon where we developed an app that connected art students with potential buyers, using school emails to ensure that both artists and buyers were students. The goal was to encourage the purchase of art from emerging artists.

- Led the frontend development using HTML, CSS, and JavaScript to create an interactive and user-friendly interface.
- Collaborated on the UX design and implemented key features of the application.
- Although we did not win, the project reached the semifinals, standing out for its innovation and focus on supporting emerging artists.

Hackathon NASA Space Apps - Guanajuato – Guanajuato

October 2024

Participated in the NASA Space Apps Challenge, focusing on a project that aimed to provide public access to information about water availability in the state of Guanajuato, using INEGI water data.

- Led the frontend development using HTML, CSS, and JavaScript to create an interactive and user-friendly interface.
- Collaborated on the UX design and implemented key features of the application.
- Although we did not win, the project reached the semifinals, standing out for its innovation and focus on supporting emerging artists.

Projects

Cryptocurrency Price Quoter

CryptoApp

Technologies: React, API Integration, Responsive Design

Developed a responsive cryptocurrency price estimator using React, integrating with an external API for real-time price data. This project marked my first experience working with APIs, enhancing my skills in API integration and responsive web design.

Veterinary Patient Tracking CRUD Application

CRUDVet

Technologies: JavaScript, Tailwind CSS, React

Developed a CRUD application to manage and track veterinary patients, allowing efficient data management for patient records. Leveraged JavaScript, Tailwind CSS for styling, and React to create an interactive and responsive user interface.

Snake Game in C

Snake

Technologies: C Programming

Developing a classic Snake game as a final project for my Computational Sciences course. This project will explore the full range of C language functions to implement game logic, controls, and scoring, enhancing my proficiency in C and game development principles.

Skills

- **Technologies:** HTML, CSS, JavaScript, Java, C, Tailwind CSS, Bootstrap
- **Version Control & Databases:** Git, GitHub, SQL
- **Languages:** Advanced conversational English
- **Soft Skills:** Teamwork, Problem Solving, Communication, Adaptability, Project Management