

Diego Pérez Vega

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Portfolios Repository:
<https://github.com/DiegoPerezVega/Resume>
[AndPortfolios](#)

EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey

Bachelor of Science in Computer Science and Technology

Graduating in December 2021

GPA 3.7/4.0

WORK EXPERIENCE

Smart Touch

Digital Solution Developer

Mexico City, CDMX, Mexico

May 2017 – December 2017

- Helped developing interactive solutions for Infrared Touch Monitors focused on Digital Signage.
- All solutions were made with C# technologies as C# Windows Forms and Unity3D.

Smart Touch

Software Engineer Intern

Mexico City, CDMX, Mexico

May 2019 - Present

- Programmed an IOT solution using Raspberry PI, C++ and PHP to turn lights and switchable glasses On Off to create an interactive Totem based on projection Mapping.
- Developed PHP and C++ based WEB API as external plugin for digital signage development software as "Intuiface".
- Developed pattern analysis software of tangible objects on infrared or capacitive touch tables with Unity3D.

Instituto Tecnológico y de Estudios Superiores de Monterrey

Intern

Puebla, Puebla, Mexico

May 2018 – June 2019

- Developed a Web Student Advisory Platform in a 2-developer team for Leadership and Training department.
- Used HTML, CSS, JavaScript, jQuery, Bootstrap, SQL and PHP.

MAJOR PROJECTS

NovaGuard

2017

Object recognition software that identifies patterns on clothes. Codeveloper in a 2-person team.

- Developed using C# in Unity3D.
- Developed for Android, iOS and Windows.
- Used Intel OpenCV technologies to facilitate the pattern recognition.

Smart Objects

2019

Pattern analysis software of tangible objects on infrared or capacitive touch tables.

- Implemented with C# in Unity3D and developed for Android and Windows platform with touch peripherals.
- Dynamic Programming techniques for instant recognition and data reutilization.

Space Runner

2018-2019

Endless Runner type game made for mobile platforms. Codeveloper in a 2-person team.

- Built with C# in Unity3D.
- Intelligent and dynamic system that creates the stage in real time, without saturating memory.

Behind the Window Totem

2019

Interactive 7ft long totem that shows you a product behind the screen. Programmer in a 4-person team.

- Developed C++ Libraries to manage electricity (GPIO) on a Raspberry PI that could be accessed on a PHP web API.
- Project was presented on Intel Experience Day 2019 CDMX.

V-Soft

2019

Traffic Solving Simulator VR made with Unity. Programmer in a 4-person team. (Made at Puebla MLH Hackathon 2019)

- Designed with C#, Python3 and Java to make data analysis and solve traffic time.
- Designed all the node routes and intelligence of the pedestrians.

SKILLS

PROGRAMMING LANGUAGES

1 year: Python
2 years: Java, PHP, C/C++, JavaScript
5 years: C#

TECHNOLOGIES

HTML, CSS, jQuery, Bootstrap, Visual Studio, SQL, Git, Unix/Bash, Android SDK, **Unity3D**.

AWARDS

2nd Place Team at Major League Hacking "Hack Puebla" (2019)
Finalists in Regional FRC Competition (2017) (Team 5887)
Participant in Worldwide FRC Competition (2017)

ONLINE COURSES

Game Development with Unity3D, PHP and SQL Database Management, Machine Learning: Data Science in Python.