

# DONALDO HORACIO AYALA SEGOVIANO



[github.com/DonaldoAyala](https://github.com/DonaldoAyala)



Donaldo Horacio Ayala Segoviano



tel. (+52) 55 2383 0649



[ayala.segoviano.donaldo@gmail.com](mailto:ayala.segoviano.donaldo@gmail.com)

## EDUCATION

ESCOM – IPN (Superior School of Computer Science)	Graduating in June 2023
Bachelor of Science in Computer Engineering	GPA 92 out of 100
IPN – CECyT 3 Center of Scientific and Technological Studies	August 2016 - June 2019
Technical degree in Computer Science	GPA 87 out of 100

## WORK EXPERIENCE

### IPN - Center of Scientific and Technological Studies: Social Service (February - June 2019)

Technical and operative support in the development of new abilities for technicians and professionals of the [Sigma alimentos](#) company. Mainly in the area of computer equipment.

## PROJECTS

**Picking System Mobile App (November 2020 - February 2021):** A system (WMS) to manage the pick up process and product management of a distribution center warehouse of company [GrandVision](#).

- Worked in a team of 8 persons as a backend and frontend developer of the mobile app.
- Developed in Java using Android Studio.
- Improved pick up, distribution process and inventory management efficiency and productivity in the warehouse.

**Random Maze Videogame (Aug. 2th - 29th, 2020):** Developed a videogame that generates a completely random maze where the player has to reach as many coins as possible in 1 minute.

- Worked alone on frontend and backend of the game.
- The maze is generated using a random BFS algorithm which eliminates the “walls” of the grid as it goes on.
- Developed the game to learn Python language (and have some fun).

**Incoming Students Registration System (February - July 2020):** The system allows incoming students to register personal data in a database and consult it in PDF format. The system also allows an administrator to use a CRUD interface to manage the data.

- Worked on this project as a full stack developer along a class friend.
- Used technologies/languages: JavaScript, PHP, HTML, CSS, JQuery, Ajax, Bootstrap, MySQL.
- The system avoids the need of delivering paper sheets to my school, saves time for students and paperwork for the school.

**Multiplayer Videogame (August - November 2019):** A multiplayer game which consists of two players trying to reach randomly generated coins in the screen by jumping over them.

- Developed alone using Java TCP sockets API.
- Developed to learn socket's functionality. Used different Java features such as serialization, threads, etc.
- Allowed me and a couple of college mates to play and have fun from house.

## SKILLS

### PROGRAMMING LANGUAGES

**Java:** 2 years. (Software Development)  
**C/C++:** 1.5 years. (Competitive Programming)  
**SQL:** 10 months.  
**Python:** 6 months. (Soft. Dev. & Comp. Prog.)  
**Matlab:** 5 months. (School Projects)  
**JavaScript:** 5 months. (Web development)  
**PHP:** 3 months. (Web development)  
**Bash:** 2 months. (Linux automation)

### TECHNOLOGIES

- HTML
- CSS
- JQuery
- Ajax
- MYSQL
- PostgreSQL
- MariaDB
- Git
- Github
- Unix
- Android Studio
- Apache Server
- Node.js
- GraphQL

### RELEVANT COURSES

- Active member of [ESCOM Algorithms Club](#).
- [JavaScript, HTML, CSS and NodeJS](#) (Udemy)
- [Machine Learning](#) (Coursera - Stanford, in progress)
- Participant of the Facebook 2021 Hackathon

### LANGUAGES

- English (B2 Level Cambridge Certificate)
- Spanish (Native)