

Edmundo CANEDO CERVANTES

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EDUCATION

Tecnológico de Monterrey

Bachelor of Science in Computer Science, GPA: 95.5/100

August 2023 — June 2027 (Expected)

Santiago de Querétaro, Querétaro, México

Relevant Coursework:

- **Ongoing:** Data Structures and Fundamental Algorithms Programming, Internet of Things Implementation and Software Requirements Analysis.
- **Finished:** Object-Oriented Programming, Mathematics and Data Science for Decision Making and Modeling of Minimal Systems and Computational Architectures.

CETIS 120 (High School)

Major in Programming with a Focus on Physics and Mathematics, GPA: 99.4/100

August 2020 — June 2023

Morelia, Michoacán, México

Relevant Coursework:

Software Development with Structured Programming, Web Development with Persistent Data Storage and Mobile App Development.

PROJECTS

Pet Vet Health 🌐

C++, HTML, CSS, JS

May 2024 - June 2024

- Developed a system to manage a veterinary clinic using console commands.
- Created a database using .txt files to load and store all the clinic's data.
- Implemented a system to generate PDFs from HTML files to print medical checkups.

DeltaTrain 🌐

PHP, SQL, C++

April 2023 - May 2023

- Developed the backend for a social network for sharing workouts, recipes, and posts.
- Implemented a notification system to alert users of interactions of their profile with other users.
- Integrated semantic URLs to create more readable and user-friendly URLs.

ACSI (Institutional Health Center Administrator) 🌐

HTML, CSS, JS, PHP, SQL, C++, Krita

October 2022 - December 2022

- Developed an app to manage a healthcare facility, including patient data, prescriptions, doctors, and inventory.
- Designed visual assets for the app, including logos and status images, using Krita.
- Integrated a module that generates PDFs of prescriptions, allowing subsequent printing.
- Implemented a test data generator in C++ to optimize app testing.

ACHIEVEMENTS

Outstanding participation in the DGETI Prototypes Contest

January 2023

- Participated in a contest focused on creating prototypes for various purposes, where I developed ACSI.

Bronze medal in the Mexican Olympiad of Informatics

September 2022

- Participated in a National Competitive Programming Competition.

VOLUNTEERING

Competitive Programming Professor

March 2022 - December 2023

- Taught lower-semester students at my high-school about competitive programming, including algorithms, data structures and time and storage optimization.

TECHNICAL SKILLS

Programming languages: C++, Java, HTML/CSS, PHP, SQL, JavaScript, Python, MATLAB, Bash.

Developer Tools: Git, GitHub, LaTeX, VS Code, Linux, Krita.