

EDUARDO GARCIA ROUGON

DIGITAL SYSTEMS AND
ROBOTICS ENGINEER

CONTACT INFORMATION

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<https://eduardogarou.github.io/MyNewPortfolio/>

PERSONAL TRAJECTORY

Eduardo is an engineer graduated from Digital Systems and Robotics with experience working with microcontrollers and programming both software and hardware and with great interest in artificial intelligence.

SOFT SKILLS

- Foster productive teamwork.
- Strive for superior results.
- Manage complex activities.
- Coach, develop and manage others.

HARD SKILLS

- Efficient resolution of problems with programming.
- Experience working with microcontrollers and FPGAs.
- Experience working with mobile and web apps.
- Excellent mastery of English and Spanish.

LABORAL EXPERIENCE

Software trainee

Pro Karma | March 2020 to January 2021

- Learned the basics of CRUD development for databases with Java and web apps with JavaScript by making a calculator and an inventory app.
- Learned the basics of mobile app development with React Native by making an app about COVID-19 global information.
- Learned the basics of mobile app development with Android Kotlin by making an app simulating an online shop.

App developer

Mexican Institute of Transportation | February 2021 to May 2021

- Developed a desktop application that allows users to enter attributes for pictures captured from a video and perform assessments regarding street safety by following the iRAP protocol.

Software Developer

Velta, Dood | June 2021 to August 2021

- Participated in the development of the database and the authentication and account management for a web app that deals with cryptocurrency exchange functions.

ACADEMIC FORMATION

Instituto Tecnológico de Estudios Superiores de Monterrey

Digital Systems and Robotics Engineering, graduated in December 2021

- Graduated with honors from generation 2021.
- Participation in project of space exploration robot for soil humidity tests.
- Participation in project of controlling drones with IMUs and the mind.
- AES Rijndael ciphering algorithm in microcontroller and FPGA.
- Videogame of avoiding obstacles with capacitive sensors on microcontroller.
- 'Pong' videogame controlled with ultrasonic sensors on FPGA.
- **Career integrating project:** Agribot controlled with joystick and ROS for mapping, teleoperation, following objects and avoid obstacles.

PROGRAMMING LANGUAGES

Experience:

More than 3 years

- C
- Python
- HTML / JavaScript
- HTML / CSS

1 to 3 years

- C++
- Java
- Verilog
- VHDL

Less than 1 year

- C#
- XML
- PHP
- Kotlin
- TypeScript
- Processing