

# EDUARDO GARCIA ROUGON

DIGITAL SYSTEMS AND  
ROBOTICS ENGINEER

## 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.

## CONTACT INFORMATION

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## PERSONAL TRAJECTORY

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.

## ACADEMIC FORMATION

Instituto Tecnológico de Estudios Superiores de Monterrey

*Digital Systems and Robotics Engineering, graduated in December 2021*

- Graduated with honors from generation 2021.

## 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 AND PROFESSIONAL PROJECTS

- Space exploration robot designed for soil humidity tests.
- Drone manipulation with the mind using IMUs and Python.
- 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.
- Web application with database for managing inventories after creating accounts.
- **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