Eduardo García Rougon

Digital Systems and Robotics Engineer

Softwares

- Code Blocks (C)
- CodeVision, LabWindows CVI (C hardware)
- Cloud 9 (C++)
- Eclipse, SpringBoot (Java)
- Xilinx Navigator (VHDL)
- Vivado (Verilog)
- Spyder (Python)
- VS code (Angular 8)

Languages

- Spanish (native language)
- English (FCE B, BULATS 647, TOEFL 557)
- French (Level A1)
- Japanese (Level A1)

Contact Info.

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Querétaro, Querétaro

Objectives, Competencies and Interests

I look forward to the development of new technologies that could contribute to the resolution of problems and the creation of new opportunities and acquisition of new knowledge in both the scientific and technological fields.

Soft skills: Foster productive teamwork; strive for superior results; manage complex business activities; execute vision to lead the business; coach, develop and manage others.

Interests: artificial intelligence, robotics, hardware & software programming.

Hard skills: efficient resolution of problems through programming, experience at working with microcontrollers and FPGAs.

Academic Studies

– ITESM Campus Querétaro

2016 - 2020 Digital Systems and Robotics Engineering

- Automation and manipulation of drones through the use of IMUs controlled with Python programming.
- Construction of fighting robot with programmed movements and controlled by Bluetooth.
- Construction of space exploration robot controlled remotely using ROS.

Laboral Experience

– Pro Karma

March – Present 2020 ITP Trainee

- **Activity:** Intensive Training Program that consisted in learning Java and JavaScript oriented towards web applications and database creation.
- **Results:** Built different web applications using servlets and storage of persistent information in databases.

– Pro Karma

June – August 2020 Angular 8 Bootcamp

- **Activity:** Two months course that consisted in learning the basics of building web applications with Angular, learning the basics of TypeScript.
- **Results:** Designed with a team a web application that collects worldwide COVID-19 data.

Projects and participations

Science and Technology

2016 - PRESENT

- **Outstanding Projects:** Videogames one controlled with ultrasonic sensors connected to FPGA and another controlled with capacitive sensors, car cluster made with LabWindows/CVI and car lights with CAN protocol, information cipher inspired in AES Rijndael's algorithm on microcontroller and FPGA.
- Participations in many science and technology exhibitions from ITESM (presentation of safe, ecological home, digital clock, serial communicator, animations and videogames, car cluster).