Eduardo Tomas Mendoza Sánchez

Electronics Engineer | Full Stack Java Developer | UX Designer | Master in Data Science & AI

Profile

I'm passionate about technology, video games, and the development that goes behind each one. I enjoy being part of a team that allows me to acquire new knowledge and experience for my professional growth.

Work experiences

2021-2022

Junior Project Engineer
Peritia Crescere

- Software support in the testing machines of production lines M4940003 and M5420001 at Airtificial company.
- Collaborate with colleagues to fix errors in different test stations on the production lines.
- Assist in material management, documentation, and manuals.
- Deliver progress and results within established deadlines.
- Perform functional testing, software updates, and operation of various test stations on the production lines.
- Contribute to the development of tests and analysis of results.

Courses and Certifications

- Learn Unity: First Games
- Professional Remote Work
- Essential Scrum
- Emotional Intelligence
- Interpersonal Communication
- Essential User Interface (UI) Design
- Printed Circuit Board (PCB) Designer

Languages

- Spanish
- English B1

Contact

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Portafolio EduardoDev

Educations

User Experience Design
Coursera
January 2023 - April 2023

Master in Data Science/Ai
Dev.F
May 2022 - May 2023

Full Stack Java Developer
Bootcamp Generation México
August 2022 - November 2022

Electronics Engineering
TecNM Campus Querétaro
January 2016 - May 2022

Hard Skills

- Microsoft Office
- Figma /Adobe XD
- HTML /CSS /Javascript
- Java
- Git /Github
- Python /SQL

Soft Skills

- Communication
- Teamwork
- Organization /Leadership
- Attention to detail
- Proactivity