

Einar López Altamirano

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EDUCATION

TECNOLÓGICO DE MONTERREY

Monterrey, Nuevo Leon, Mexico

B.S Computer Science and Technology

Intended grad: May 2023

- GPA: 93/100
- Relevant coursework: Data Structures, Analysis and Design of Algorithms, Discrete Mathematics, Computational Mathematics.
- Received academic excellence diploma (semester avr. over 95/100) on four occasions.

PROJECTS

GEEB | geeb-3.vercel.app | Github: [/EinarLop/GEEB3API](https://github.com/EinarLop/GEEB3API) & [/EinarLop/GEEB3](https://github.com/EinarLop/GEEB3)

Summer 2020 - Summer 2021

Project leader and full stack developer

- Led the planning, design and development of a web application focused on helping students find cross-disciplinary teams to build high impact projects.
- Facilitated students the search for open projects by delivering an easy to use platform to share, apply, manage and filter project proposals.
- Developed with a responsive React frontend, flexible and robust Node.js backend and a non-relational database the application was deployed to Vercel and Heroku.

Emaús | emaus-49818.web.app | Github: [/EinarLop/emaus](https://github.com/EinarLop/emaus)

Feb. - May 2021

Frontend developer

- Constructed a content management system for a non-profit organization to help them promote their activities and mission with the objective of finding possible donors and volunteers.
- Easy to use platform to facilitate non technical users the management of content (blogs, events), volunteer applications and website information.
- As frontend developer I was in charge of building a dynamic component based system that could handle http requests from a Firebase backend.

Personal Software Process (PSP) training | Github: [/EinarLop/PSP-Training](https://github.com/EinarLop/PSP-Training)

Agu. - Dec. 2021

- Developed 7 programs using object oriented programming in Java and following the PSP (0 - 2.1) principles while measuring and collecting metrics such as development time, program size and injected/removed defects.
- Implemented estimation, planning, design, testing and quality assurance activities to the development process of each program.
- By the end of the training I wrote 908 LOC, spent 59.7 hours in the development of the programs and achieved a productivity of 24.6 LOC/hr, a 28.8 Defect/KLOC rate and a time estimation error of -10.6%.

LEADERSHIP EXPERIENCE

Code.it | Chief coordinator

Aug. - Dec. 2020

- Guided the development and execution of 9 events (avg. audience: 25 students) focused on technology and cross-disciplinary topics for my campus official computer science society.
- Coordinated and taught a series of 4 live workshops covering the fundamentals of full stack development to an average audience of 44 students from 5 different countries.
 - Day 1: HTML & CSS fundamentals | Project: Flight booker UI | Github: [/ccm-codeit/cursoHTMLCSS](https://github.com/ccm-codeit/cursoHTMLCSS)
 - Day 2: Frontend development with React.js | Project: To-do app | Github: [/ccm-codeit/cursoReact](https://github.com/ccm-codeit/cursoReact)
 - Day 3: Backend development with Node.js | Project: Express.js API connected to a MongoDB Atlas instance | Github: [/ccm-codeit/cursoNode](https://github.com/ccm-codeit/cursoNode)
 - Day 4: Frontend - Backend connection with Axios | Project: Twitter clone | Github: [/ccm-codeit/cursoFrontBack](https://github.com/ccm-codeit/cursoFrontBack)

LANGUAGES & TECHNOLOGIES

JavaScript (fluent), **Java** (Competent), **Python** (Competent), **Kotlin** (Prior experience), **PHP** (Prior experience)

Frontend: **HTML**, **CSS**, **SASS**, **React** | Backend: **Node**, **Express**, **MongoDB**, **SQL** | Others: **Git**, **WSL**, **Figma**