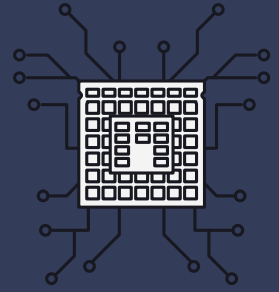


# EMMANUEL RODRÍGUEZ BARAJAS

COMPUTER SYSTEM ENGINEER,  
DEVELOPER, GAMER.



## PERSONAL PROFILE

I am 24 years old, I am a Computer Systems Engineering student. I am very interested in video game programming and design, as well as both front-end and back-end web development. Some of my favorite hobbies are playing guitar and playing video games. I like to meet new people and I am willing to collaborate with new people on projects related to my interests.

## MAIN STRENGTHS

- I like to learn, using the documentation I find on the internet.
- During my student development I have found competitive situations.
- It is important for me to comply with activities in a timely manner.
- Committed to my work and good at teamwork.

## CONTACT INFO

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Github: <https://github.com/EmmanuelRdzB>

Twitter: @El\_Memex

Linkedin:

<https://www.linkedin.com/in/memesinx>

Facebook:

<https://www.facebook.com/guitar.emmanuel>

## MAIN INTEREST

- Reading
- Videogame programming
- Videogame design
- Web development
- Front-End development
- Hearing and playing music

## WORK & EXPERIENCE

### DIPLOMA: CREATION AND DEVELOPMENT OF VIDEO GAMES

**GameCoder Studios | February 2020 - December 2020**

- Participation in the company's GC GAME JAM
- Participaion in the MGKT GAME JAM 2020 with the game Mr. Weenie's Odyssey
- Development of skills to work on projects related to videogame creation on Unreal Engine.
- Teamwork and control version using TortoiseHg

### LAYOUT AND WEB DEVELOPMENT WIZARD

**VIMEJI AC | April 2021 - September 2021**

- IT department assistant for the optimization of the company's spanish website.
- Teamwork for the creation of an online food warehouse, where workers could manage food deliveries, as well as its distribution.
- Control version using Filezilla

### CISCO NETWORKING ACADEMY C++ CERTIFICATE

**Cisco NetAcademy | June 2022**

- CPA: Programming Scentials in C++.
- Fundamental notions and techniques used in object-oriented programming.

## ACADEMIC RECORD

**UNIVERSIDAD DE GUANAJUATO | DICIS**

**Bachelor of Computer Systems Engineering**

**January 2017 - June 2022**

- Active member of BeeDevelopers student association, working on several projects to improve the university community and community.
- Undertakes creative and innovative projects in technology-based companies, using knowledge of computer systems engineering.
- Able to develop professionally in the areas related to intelligent and software-based information systems.
- Knowledge of various programming languages as well as web and database development.