Emmanuel Humberto Solórzano Cabrera

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Education

Monterrey Institute of Technology and Higher Education (ITESM)	Aug 2020–Jun 2024
Computer Science Student	
Cristobal Colón Highschool	Aug 2017–Jun 2020

ACADEMIC PROJECTS

WEB APPLICATION WITH MACHINE LEARNING FOR IBM   Feb 2023-Currently
- Currently working on a web app for IBM using Django3 so they can easily display information of an Excel in a dashboard to analyze the data of different departments using various Machine Learning Python Libraries to measure the progress of the departments in their certifications and the tendencies of the industry to help in the decision-making.
- Progress, tendencies and predictions are some of the features of the application.

WEB APPLICATION FOR IJALTI   Mar 2022-Jun 2022
- Developed a web app for IJALTI to help people find jobs by an IJALTI administrator using our system that recommends the users to an enterprise that is associated with IJALTI based on the client information.
- Developed using .NET Core.

LEADERSHIP AND INVOLVEMENT

*ORBIK (*Member of a robotics school).   Jun 2019-Aug 2019

TECODING (ITESM Computer Science Student Group).   Aug 2022-Currently

ARCMEX ROBOTICS (Invited to NASA VITAL Project).   Jan 2023-Currently

AMPI (Member of the board of directors at "Asociación Mexicana de Profesionales Inmobiliarios" for the young in Nayarit, in charge of the technology sector).   Dec 2022-Currently

BAMX App (It's a social service project to help "Banco de Alimentos de México" improve their work methodologies by creating an iOS and Android app for them using Flutter SDK).   Aug 2022-Nov 2022

Versallesca IA (It's an IA prototype for a real state enterprise named "Versalles Inmobiliaria". The project consists in a virtual assistant for the management of the clients and properties).   Dec 2022-Currently

SKILLS

Engineering Skills: GitHub, Agile Methodologies, OOP, C++, C, C#, Unity, HTML, CSS, JavaScript, Python, Arduino, MATLAB, R, Data Structures, Assembly Language, MySQL, Machine Learning, Databases.
Frameworks: Kivy, Flutter and Django3.
Machine Learning Libraries: Pandas, Numpy, Matplotlib, Sklearn, Tensorflow and Keras.
Languages: Spanish Native, English level B1, French level Basic.

ABOUT ME

I am a passionate person about programming who is always looking for new ways to improve myself by learning and taking courses to stay up-to-date on the latest technologies. Chess is my main hobby. My commitment and discipline in chess are reflected in my attitude towards programming, as I apply strategic thinking to problem-solving.

Regarding my personal qualities, I consider resilience to be one of my most valuable ones, as it allows me to face difficult situations and overcome obstacles without losing motivation. I have a positive and proactive attitude when I am facing new challenges, which let me to stay focused on my goals and seek creative solutions when it comes the time to solve problems.

Likewise, I am a disciplined and responsible person, this means that I always complete my commitments and obligations on time and in the right way. This is reflected in my approach towards programming, where I always look forward to complete my projects on time and maintain high quality in my work.

On the other hand, I am a respectful person and capable of team working, and this is a key skill to achieve successful projects in any work environment. I like to listen and consider the ideas of others, and work collaboratively to achieve a common goal.