

Eric BUITRÓN LÓPEZ

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EDUCATION

Instituto Tecnológico de Monterrey, Campus Queretaro, Mexico

Graduating in December 2022

Current average: 93/100

Computer Systems Engineer Degree

John F. Kennedy, The American School of Queretaro, Mexico

High School -IB program

August 2015-July 2018

Final average: 90/100

WORK EXPERIENCE

Habitat Management

Santiago de Queretaro, Qro,

Mexico

Manager assistant at a condominium managing company

July 2017

June 2019

- Created Excel spreadsheets that allowed people in the company to check bank account statements in a few weeks instead of having to check them during several months;
- Programmed macros that allowed to use the spreadsheets more efficiently by reducing the amount of time necessary to obtain relevant information.

MAJOR PROJECTS

Super Mario Minesweeper

2019

Individual Project – A Minesweeper clone with sounds and images from the Super Mario Bros. franchise

- Designed and developed the game using Java in the NetBeans IDE;
- Implemented the feature of allowing the user to have up to 3 different save files of the game.

Paint Clone

2019

Team Project (3 people) – GUI Programmer – A very basic clone of the Paint app

- Designed and developed the GUI of the app;
- Programmed the function of allowing the user to open, modify and save a pre-existing PNG/JPG file.

Retro Mini Console

2018

Team Project (3 people) – Programmer – Small retro console created with the Raspberry Pi and RetroPie

- Aided in the creation of an arcade type controller and a box for the console;
- Ensured that the Raspberry Pi was able to run games in the retro game emulator and that the input from the buttons and joystick of the controller worked seamlessly with all the games.

Ace Spaceman: Galaxy Explorer

2018

Team Project (3 people) – Lead Game Designer and Lead Programmer – action, turn based, role playing game set in space

- Designed almost every aspect of the game regarding gameplay, mechanics, story and level design;
- Developed a working demo of the first section of the game using Unity3D and JavaScript.

LEADERSHIP ACTIVITIES

National Student Leadership Conference

July 2017

- Participated at the **Game Design** course of the “National Student Leadership Conference” program at American University in Washington, D.C.

Model United Nations

2013-2017

- Organization of the Union & Peace Model United Nations event at John F. Kennedy as Secretary of Technology (October 2017);
- Participation as delegate in several events organized by American schools in Queretaro and Puebla.

Social Service

2016-2017

- Designed and imparted a computer class to the surveillance staff of the John F. Kennedy School of Queretaro.

National Hispanic Institute

June 2016

- Participated in the leadership program “National Hispanic Institute” at Elmhurst College, Chicago, IL.

SKILLS

PROGRAMMING LANGUAGES

C, Java(intermediate)
C++, JavaScript (basic)

TECHNOLOGIES

HTML, CSS, Unity3D, Git

HONORS

40% Scholarship in Instituto Tecnológico de Monterrey, Campus Queretaro (2018-present day)