

Erick Segura Sánchez

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EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey

Bachelor of Science in Computer Science and Technology

Monterrey, NL, México

Aug. 2022 – Expected June 2026

- **GPA:** 96.21/100
- **Distinction:** Líder del Mañana
A full-tuition scholarship awarded to young leaders with outstanding academic performance and a strong commitment to social impact.

Centro de Bachillerato Industrial y de Servicios No. 185

Technical Degree in Programming

Cárdenas, SLP, México

Aug. 2019 – June 2022

- **GPA:** 99/100

LEADERSHIP & PROJECTS

JurAid

Aug 2024

Android Application

ITESM

- Developed a mobile application using Kotlin to digitize criminal law clinic's case management and appointment system
- Implemented backend infrastructure using Supabase for secure data storage and real-time updates
- Created responsive UI/UX design following Material Design guidelines for improved user experience
- Integrated authentication system and role-based access control for different user types (lawyers, clients, staff)

AWAQ Biomonitor Training System

Feb 2024

Full-Stack Gamification Platform

ITESM

- Developed a comprehensive gamification system for training biomonitors, integrating a video game, web platform, and REST API
- Created a Unity-based educational game to simulate biomonitoring scenarios and training procedures
- Built a web platform for progress tracking and resource management using .NET Core and Bootstrap
- Designed and implemented a REST API to interconnect game data, user progress, and training materials
- Collaborated with AWAQ NGO to ensure the system met real biomonitor training requirements

Lux

HackMTY 2024

AI-Powered Business Analytics Platform

ITESM

- Developed an AI-powered platform for SMEs to analyze and optimize their business operations using natural language processing
- Implemented a conversational AI interface allowing users to query business metrics and receive actionable insights
- Built data visualization dashboards to display key performance indicators and business metrics
- Created a recommendation system for business decisions including supplier management and delivery optimization

Attentio

Oct 2021 – Dec 2023

Creator & Lead Developer

Remote

- Developed an application for individuals with ADHD to improve task organization and efficiency
- Implemented user authentication, task management system, and notification features
- Designed and developed an intuitive user interface focused on accessibility

Science and Programming Club

Oct 2021 – Jun 2022

Co-founder & President

CBTis 185

- Led a student organization focused on developing social impact and entrepreneurship projects
- Organized programming workshops and mentored fellow students
- Coordinated community service initiatives through technology

TECHNICAL SKILLS

Languages: Python (2.5 years), C/C++ (3 years), Java (1.5 years), C# (6 months), HTML/CSS, SQL

Developer Tools: Git, VS Code, Visual Studio, Office Suite, React, Supabase, Firebase, Notion

Other Technologies: Photoshop, Vegas Pro