Esteban Sánchez

EDUCATION

Instituto Tecnológico de Monterrey. Hermosillo, SON. Mexico — B.S. in Computer Science and Technology, Minor in Business

August 2019 - June 2023, Hermosillo, SON. Mexico

Relevant Coursework: Computational Thinking and Programming, Model of Engineering with Computational Mathematics, Object-Oriented Programming, Implementation of the Internet of Things, Programming of Data Structures and Fundamental Algorithms, Programming of Data Structures and Fundamental Algorithms, Analysis of Software Requirements, Modeling of Minimum Systems and Computational Architectures, Software Construction and Decision Making, Device Interconnection, Implementation of Computational Methods.

TECHNICAL SKILLS

Python (1 semester), C++ (1yr), C (Coursera course, 2 months).

SKILLS

Fluent in English, Spanish. Can speak basic French and intermediate German.

EXPERIENCE

FIRST Robotics Competition — Leader and Lead Programmer

August 2018 - March 2019

• Lead Programmer for the Robotics Team known as "Borrebots".

AWARDS

Achievement in Academic Resilience in High School.

ESSAY Q&A

- 1. How were you first introduced to Computer Science? How have you continued to develop your technical skills and seek additional exposure to the field?
 - a. I was first introduced to it by a combination of two passions. Video Games and Film Making. As a kid, I would love watching behind the scene footage of movies and behind the scene videos of the developers of different games. I would collect magazines related to the topic, I would come to teach myself how to edit and make basic visual effects. But there was another interest I had as a kid that guided me towards Computer Science, that was simply the sudden technological boom of the mid 2000s. Smartphones were the most impressive things in the world at the time, and I had so many

ideas of things that could be done with them. Sites like YouTube, which was one of the first major video streaming sites that curated content based on what you watched. The algorithm always fascinated me.

My love for the art of VFX and Video Game creation, the ease I had with understanding computers and technology, my sense of curiosity with tech overall, this fixation of what machines could do led me to a path that made me decide to become an Engineer and study Computer Science. I can work in all that and more by studying Computer Science and programming. I wanted to be a part of that world.

To seek more knowledge, I enlisted in many programs, extra curricular classes, and did many courses to widen my view on the subject. I even self taught myself some skills. I attend small tech conferences in my town, love watching developer conferences from the leading companies at events like CES, E3, and even the company specific events like the Google presentations, Apple Keynotes, and more.

- 2. What is your strongest programming language? How much experience do you have using the language? Go into detail about how you used this technical language. If talking about a group project, be specific about your role in the final product. (Examples can include projects, coursework, competitions, websites, previous internships, etc.)
 - a. My strongest language would probably be C++, but I do get the jist of Python, and I could learn more if needed. I don't have an awful lot of time studying c++, just about 2 semesters of class work and some days or months of other simple fun projects. I used c++ mainly for classwork, but I've also done some smaller personal projects for fun. In all honesty, I like to be creative with what I can do with c++. Stuff like music using beeps. Some projects that were made with c++ for coursework include a basic program for stacks in c++, a movie searching program using arrays, some sorting projects, an IP inventory list using Linked Lists, Binary Trees, and even some Binary Heap Lists.

Another language that was used for a big project was LabView, which was used for the programming of our robot in the FIRST Robotics Competition regionals. But there isn't much use of that in a company like Google, admittedly.

- 3. At Google, we believe that a diversity of perspectives, ideas, and cultures leads to the creation of better products and services. Tell us about your background and experiences and how they make you unique.
 - a. I was born a dual citizen. I am a citizen of the USA and of Mexico. However, I lived all my life in Mexico, I've studied here my entire life. With that being said, as a kid, I learned to speak English before Spanish, even though I was living in Mexico. This was a blatant decision by my parents so that I could be a fluent bilingual. This made me stand out among my peers, for being able to speak both languages with ease and with little to no accent in each. This made it so that with time, I only perfected both languages, and have been able to help some family business with international affairs. This gave rise to a hobby of mine, to learn other languages. That hobby crossed with my interest in technology and entertainment and I decided to learn those languages as well. After all, they are languages.

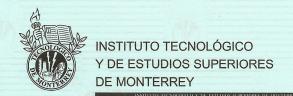
Another thing to note for background is that as a side skill, I did some voice training to become a voice actor and voice over

artist. That gave me the skill to also think on my feet and be pretty good when it comes to speeches. If anything, I think it also helps to master your voice. Communication is key, and understanding how to use one's voice in any situation can make a huge difference in one's career along the way.

Basically, I have a knack and interest in communication, whether that be human to human, human to machine, or machine to machine communication.

- 4. List the technical courses you will be taking next semester, and please note which programming language(s) will be used, if applicable. If you have not registered for classes yet, please list the courses you plan on taking.
 - a. Software Construction and Decision Making, Device Interconnection, and Implementation of Computational Methods. I don't know personally what languages will be used in each. But it is to be believed that Python will be used next semester in at least one of those clases. Java is also a possibility but I can not confirm at this very moment.
- 5. List any clubs and/or organizations that you participate in.
 - a. Currently don't participate in school club, I am however in a Voice Acting and Voice Over guild(?). Just an organization/studio that trains voice talents and then later finds jobs for them. They act as an intermediate for the actors and the clients. If that could be of some service in Google, please let me know.





Certificate of studies *

Folio 17-8189 I

* Official transcripts are issued only in spanish.

The Office of the Registrar of the Instituto Tecnológico y de Estudios Superiores de Monterrey certifies that the student named in this document has credited the subjects listed below in the academic periods cited.

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Name Esteban Sánchez García

Date October 15th, 2020

Registration number 1251440

This certificate was issued at

Hermosillo, Sonora

Ing. Fausto Noe Valenzuela Montaño

This document certifies studies in B.S. IN COMPUTER SCIENCE AND TECHNOLOGY

Name of course	Grade	Credits	Name of course	Grade	Credits
August - December 2019			Statistical Thinking	92	1
Elective Course Mathematics			Computational Modeling of		
and Science (Biomimetics and			Electrical Systems	90	3
Sustainability)	87	3	Computational Modeling of		
Engineering and Science			Electromagnetic Systems	99	3
Modeling	89	3	Intermediate Mathematical		
Computational Modeling of			Modeling	86	2
Movement	94	3	Statistic Analysis	90	1
Computational Modeling			Modeling of Engineering with		
Applying Conservation Laws	95	3	Computational Mathematics	94	3
Mathematical Thinking I	100	2	Object-Oriented Programming	85	1
Analysis of the Structure			August - December 2020		
and Properties of Matter	91	1	Analysis of Differential		
Computational Thinking and			Equations	96	1
Programming	95	3	Exploration Topic	96	3
February - June 2020					
Computational Biology			This is a partial		
Analysis	91	1	certificate covering 18		
Elective Course Humanities			(EIGHTEEN) courses that make		
and Fine Arts (Art			up the curriculum for B.S.		
Appreciation)	99	3	in Computer Science and		
Physical Experimentation and			Technology (Version 2019).		
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