

# Jorge David Elihu Mejía Castro

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Hi! I'm Jorge, a developer with a strong problem-solving mindset and an unwavering passion for lifelong learning. My journey in software development has allowed me to cultivate a deep understanding of emerging technologies and expertise in crafting innovative solutions.

## Work Experience

### **Visteon Corporation**

Ago. 2022 - Present

#### ***Software Engineer***

##### *HMI Developer & Internal Tools Architect*

- Day to day work in C#, C/C++, Cmake, Python, Bash & Powershell.
- Proficiency Game engines like Unity and Godot.
- Proficiency in Unix & Windows OS, IPC, CAN, Networking, and reverse engineering.
- Played a relevant role in HMI Automotive Software development and Company demos.
- Played a pivotal role in code reviews and conducted static analysis to uphold quality standards.
- Proactively reviewed and analyzed requirements to deliver solid solutions.
- Upgraded existing frameworks and create new tools to enhance efficiency and alleviate workflow pain points.

### **Freelance Developer**

Ene. 2021 - Feb 2023

#### *Team Lead*

- Lead of a team of 4 developers.
- Development of applications and platforms for small & medium size businesses.
- Focus on fulfill customer needs & delivering a reliable solution.
- Software solutions helped customers to improve current workflows and grow revenue.
- C#, F#, WPF, SQL Databases, Python, HTML, JS, Go, Rust.
- Scrum Methodology.

### **CIDESI**

Ago. 2021 - March 2022

#### *Social Service*

- Computer vision algorithms implementation and theory in Python and Matlab
- Search & Cleaning of free flowers images for the validation of a flower-counting algorithm
- Creation of a open Dataset of flower images.
- Cleaning, segmentation & counting of flowers via Computer vision algorithms and frameworks.

## Education

### **Tecnológico Nacional de México Campus Querétaro**

2017-2023

*Computer engineering, with specialization in distributed systems.*

## Skills

**Programming Languages** C#/F#, C/C++, Python, Go, Rust, Swift, Java, Kotlin, SQL, Bash, Powershell.

**Developer Tools** CANalyzer, Git, GitHub, Jira, GDB, RenderDoc, Unity, Godot, Blender.

**Operating Systems** Windows, MacOS, Linux, QNX.

**Frameworks** WPF, AvaloniaUI, QT, Robot Framework, OpenCv, TensorFlow, FastApi.

**Languages** Spanish, English.

**Soft Technical Skills** Data Analysis (Collecting, Processing & interpreting)

Project Management (Planing, Organizing & Executing)

Technical Writing (Creating clear & concise technical documentation)

Presentation Skills (Communicating technical information effectively to to all audiences)

**Technical Interests** Compilers, Operating Systems, Artificial Intelligence, Game Engines, Functional Programming.