Jorge David Elihu Mejía Castro

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Developer, Problem-Solving, Leader, Lifelong learner.

Work Experience

Visteon Corporation   Ago. 2022 - Present

Software Engineer

HMI Developer & Internal Tools Architect

- Upgraded existing frameworks and tools to enhance efficiency and alleviate workflow pain points.
- Day to day work in C#, C/C++, Cmake, Python and Go.
- Enforcement and application of Agile Methodologies.
- Proficiency Game engines like Unity and Godot.
- Proficiency in Unix & Windows OS, IPC, CAN, Networking, and reverse engineering.
- Played a pivotal role in code reviews and conducted static analysis to uphold quality standards.
- Proactively reviewed and analyzed requirements to deliver tailored solutions.

Freelance Developer   Ene. 2021 - Feb 2023

Team Lead

- Lead of a team of 4 developers.
- Development of applications for small & medium size businesses.
- C#, F#, WPF, SQL Databases, Python, HTML, JS, Go, Rust.
- Requirements Writing.
- 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.

Education

Tecnológico Nacional de México Campus Querétaro
2017-2023

Computer engineering, with specialization in distributed systems.

Skills

Programming Languages C#, C/C++, Python, Go, Rust, Swift.
Developer Tools CANalizer, Git, GitHub, Jira, GDB, RenderDoc, Unity, Godot, Blender.
Frameworks WPF, AvaloniaUI, QT, Robot Framework, OpenCv, TensorFlow, FastApi.
Languages Spanish, English.
Technical Interests Compilers, Operating Systems, Artificial Intelligence, Game Engines.