

Jorge David Elihu Mejía Castro

jdemeca01@gmail.com Ø (442) 189 7740 Ø México, Querétaro
Querétaro Ø github.com/Fwxzxh Ø linkedin.com/jdemeca

Keywords:

Developer, Problem-Solving, Leader, Innovation, Lifelong learner.

Work Experience

Visteon Corporation

Ago. 2022 - Present

Software Engineer

HMI Developer & Internal Tools Architect

- 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 solid solutions.
- Upgraded existing frameworks and 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 fullfil customer needs and delivering a reliable solution.
- 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.

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.

Developer Tools CANalyzer, 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, Functional Programming.