

Jorge David Elihu Mejía Castro

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

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.

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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.