

# Julián Terán Vázquez

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github.com/a329748



## EDUCATION

Universidad Autónoma De Chihuahua

Computer Science Engineering

Graduating in December of 2022

## EXPERIENCE

### Sigma Robotics

Team mentor and advisor

Chihuahua, Chih., México

2018-2019

- With previous experience as both a robot builder and a programmer, I volunteered to help a local robotics team, offering whatever solutions I could come up with from my previous knowledge.
- Programming both autonomous and teleoperated robots, the team was able to best the country's best teams in Monterrey, proving the importance of intelligent programming.

## NOTABLE PROJECTS

### Boggle Game

Designer and creator

2020

- Using Java, I designed and built an application that allows any user, even without programming experience, to play a game of boggle. With a customizable dictionary, a weighted letter distribution and a graphical interface, the goal was to make the game as accessible as possible, focusing on graphical design and user experience.

## ABOUT ME

If there were something you would need to know about myself, it would be that I like challenges. It fills me with a sense of satisfaction when I get to do something that I knew was possible. In a constant journey of knowledge and self-discovery, I take pride in a strong set of personal values, which I believe are key to success.

## SKILLS

### PROGRAMMING LANGUAGES

C/C++  
Java  
Python  
Bash scripting

### TECHNOLOGIES

Vim, Git, HTML, CSS, LaTeX

### PERSONAL INTERESTS AND OTHER SKILLS

I like playing guitar and learning music. I enjoy doing calisthenics, as well as appreciating art, however it may be presented.

### OTHER SKILLS

I like to think of myself as a passionate but pragmatic person. I consider myself to be very grounded, taking in the world and delivering solutions driven by creativity.