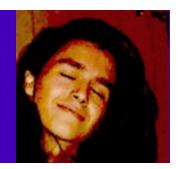
Julián Terán Vázquez

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EDUCATION

Universidad Autónoma De Chihuahua

Computer Science Engineering

Graduating in December of 2022

EXPERIENCE

Sigma Robotics

Chihuahua, Chih., México 2018-2019

Team mentor and advisor

- 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

2020

Designer and creator

 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.