

# Humberto González Sánchez

[hglez.98s@gmail.com](mailto:hglez.98s@gmail.com)

Mobile number +52 1 99 3231 8852

GitHub: [HumbertoGlez](#)

Website: [humbertoglez.github.io](http://humbertoglez.github.io)

## EDUCATION

ITESM, Campus Monterrey  
BCT B.S. Computer Science and Technology  
December 2021  
93/100

## WORK EXPERIENCE

Fall 2017                      Connect by SISCTI: Staff at Technology Symposium.

## MAJOR SCHOOL PROJECTS

Spring 2017 - Present      Videogame Project: (In progress) A space survival videogame done in Game Maker Studio developed by myself using GML (Game Maker Language).

Spring 2017                      @Work: Basic prototype of a website for job search done for an Informatic Systems course. Worked on the interface design, using Photoshop and Marvel.

Fall 2017                      Videogame Project: A platformer about a student and his obstacles through University. Developed in Game Makers Studio with a team of 5. I was in charge of programming.

## TECHNICAL SKILLS

Programming Languages:  
C++                      1 year.

Platforms: Win 10, Win 8, Win 7.

Applications: Unreal Engine 4 (intermediate), Photoshop (intermediate), Visual Studio (Beginner), Game Maker Studio 2 (Advanced)

## AWARDS AND LEADERSHIP

Recipient of Excellence Scholarship for academic merit, 2017