

MARIO PRINGLE

COMPUTER SCIENTIST



[LinkedIn](#)



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EDUCATION

UNIVERSIDAD AUTONOMA DE BAJA CALIFORNIA

B.S Computer Science Student
Expected Aug 2025 | Current GPA: 3.0

SKILLS

PROGRAMMING

4 years:

C/C++, HTML, CSS, Javascript,
Python

3 years:

PHP, C#, Java, SQL

2 year:

Algorithm Analysis, Data
Structure, Machine Learning

FRAMEWORKS

Next.js, React.js, Node.js, Vue.js,
Ionic, Jquery, MongoDB, LaTeX

TOOLS

Figma, Git, DBeaver, Postman,
AWS, Overleaf

EXTRAS

Adobe Photoshop, Adobe
Premiere Pro, Davinci Resolve

REFERENCES

Edgar Rodriguez Antillon Axptek Project Team Leader

Computer Scientist

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Jose Carlos Hinojosa Encinas Axptek Project Manager

Data Scientist

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EXPERIENCE

Software Engineer

Axptek - 2022 / Baja California, Mexico.

- I have worked on system development, app development, and product support for various local companies.
- I have designed and managed multiple databases for the developed systems.
- I have contributed to the development of administrative systems, point-of-sale solutions, and contact websites, both in their desktop and mobile versions.

FEATURED PROJECTS

Psychometric Test App for University

I developed an application for an internal program at my university, which is designed to apply a psychometric exam to students.

- In this exam, students are required to complete various tests involving mental agility, character sorting, and memorization.
- Based on their scores, an approval status can be determined.
- The application stores the results in a database, and the administrator can access the test history.
- The administrator can export all the data as a .xls file that can be used in Excel.

E-Commerce site for LMA Wines

I contributed to the development of an e-commerce website for a wine distribution company named LMA Wines.

- As a team, we developed both the front-end and back-end of the website.
- I worked as part of a team to develop modules such as the main menu, online sales section, product display, discount offers, contact, and shopping cart.
- I was responsible for designing the website's user interface to ensure seamless integration with all modules.

Point-Of-Sale for Marquesitas del Norte

I contributed to the development of a point-of-sale system for a local fast-food franchise called "Marquesitas del Norte".

- The application is capable of generating, editing, and deleting orders.
- This software can manage inventory, tickets, and daily supplies.
- It generates a daily sales summary and store a sales history.
- The menu is designed for a touch-screen device.

Video game for my university project

For my final project, I developed a video game using Unity and C#. The game was an arcade game with isometric view.

- In this game, the goal was to survive through the largest number of zombie hordes.
- The in-game elements utilized 2D physics.
- At the end of each match, the game saved the final score and the player's name to display on a local leaderboard.