

# Isaac Rojas Sosa

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## EDUCATION

### Monterrey Institute of Technology and Higher Education

Expected Graduation: June 2026

Bachelor of Science, Computer Science and Technology

GPA: 92.5/100

- Relevant Coursework: Calculus, Data Science and Mathematics, OOP, Statistical Analysis, Programming of Data Structures and Algorithms, Software Construction and Decision Making

## EXPERIENCE

### Tec de Monterrey – On Campus Intern

Feb 2024 - Present

Full Stack Developer

Monterrey, NL

- Engaged in **database maintenance** and updates, focusing on optimizing data integrity and accuracy within the Control Tower Development area, which oversees entrepreneurship events and initiatives for the 26 campuses of the university.
- Automated data processing tasks using **Python**, reducing the time required from 6-10 hours weekly to mere minutes. Developed a script for **data cleaning, processing**, insertion into **SQL**, and verification through queries. Designed a user interface with **Tkinter** to facilitate user interaction with the automated data processing script.
- Collaborating with team members to identify and implement process automation opportunities in database management and website development for Nerix.

## EXTRA-CURRICULAR ACTIVITIES

### VR TEC CLUB

Feb 2024 - Present

Software Developer

Monterrey, NL

- Collaborating on Programming, UI design, and 3D modelling efforts for VR projects contributing to the development of immersive experiences

### Cybersecurity TEC Club

Feb 2024 - Present

Social Responsibility Coordinator

Monterrey, NL

- Developing a user friendly **React** dashboard with data management features for the Innovaction Gym in my university, revolutionizing event management processes and enhancing efficiency for various campus clubs and events.
- Demonstrated strong project coordination skills, ensuring timely deliveries and effective communication with team members.

## MAJOR PROJECTS

Personal/Portfolio Site: <https://a01198693.github.io/>

### Iglesia 4.0 v1| Mobile Application

Feb 2024 – March 2024

- Developed and designed interactive bots to challenge users within the mobile application, enhancing the gamified learning experience for young Catholic children in the initial version of the Iglesia 4.0 project.
- Led the frontend design of the application, utilizing technologies such as **Next.js, React, CSS, and JavaScript**, with a focus on usability and accessibility for young users, aligning with the educational vision.

### Eco Guardian | [GitHub](#)

Oct 2023 – Nov 2023

- Led website development as a part of a 5-member team to create an IoT-based environmental monitoring system aimed at detecting and preventing forest fires.
- Implemented **HTML, CSS, and JavaScript** to design and develop a dynamic, responsive website showcasing real-time environmental data.
- Orchestrated **PHP** and **MySQL** integration to enable seamless data retrieval and dynamic content generation. Specifically, led the development of a map page for displaying device locations and risk-level, enhancing user interaction and data visualization.

### Opti-Food | Hackathon Project | HackMTY 2023

September 2023

- Collaborated within a team of 4 to develop a web application facilitating recipe discovery using ingredients based on pantry ingredients, employing **HTML, CSS and JavaScript**.
- Integrated **OpenAI's API** to generate recipes with the available items giving priority to soon-to-expire items, reducing food waste.
- Achieved a **top 10 placement out of 130** teams at HackMTY, LATAM's largest Hackathon certified by **MLH**.

## SKILLS

Languages	Python, C++, JavaScript, PHP, HTML/CSS, C#
Frontend/Backend	React, Firebase, MySQL
Developer Tools	GitHub, Figma, Unity, MATLAB, VS Code, OpenAI, Excel