Gutierrez Bejarano Braulio Roberto

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Av. Miguel Hidalgo 679

Jamiro-MR

INTERESTS

I'm a dedicated software engineering student with a passion for game development and front-end design. Proficient in tools like Figma and text editors such as Sublime Text 4 and Vim, with expertise in languages like C, Python, and React

EDUCATION

6th Sem. Software Eng. at Universidad de Colima

01.2020 - 2025

Manzanillo, Colima, México

- Average: 9.23

CERTIFICATES

Los Derechos Humanos y la importancia de los criterios

25/04/2023

Introducción a las Tecnologías Emergentes: Edición 2024

12/04/2024

PROJECTS

Robotrash at Universidad de Colima

01.2020

Development

- An educational game designed to teach children the significance of recycling through interactive gameplay.
- Tools: Python

Mexicanadas at Universidad de Colima

28.05.2022

- A dynamic news blog committed to delivering timely updates of Mexico's current
- Tools: PHP, CSS, Javascript

Unibank at Universidad de Colima

21.09.2022

- A comprehensive simulation of banking systems aimed at providing a hands-on learning experience for complex project management.
- Tools: HTML, CSS, PHP, Javascript,

Yolo TinCan Recognition at Universidad de Colima

11.03.2023

- Streamlined the quality control process in manufacturing by automating the detection of imperfections on moving tuna tin cans on a conveyor belt.
- Tools: YOLO, Javascript, HTML, CSS, React, Firebase

Localito API at Universidad de Colima

03.09.2023

- Android application dedicated to amplifying the presence of local small businesses in the area.
- Tools: PHP, Twig, CSS, Javascript, Java

Thesis: EsenciaMZO at Universidad de Colima

02.2024

- Web blog aimed at revitalizing tourism in Manzanillo by showcasing local attractions and services.
- Tools: HTML, CSS, Symfony, Twig, BeerCSS, MySQL

