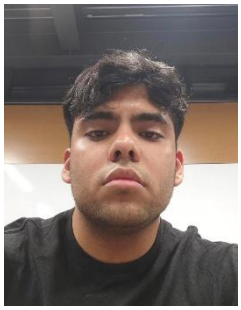

JAVIER RODRIGUEZ

Computer Engineering student

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LANGUAGES

- English B1
- Spanish – Native
- Korean A2

EDUCATION

Computer Engineering
UNAM Faculty of Engineering
2021 - Present

UNAM ENP #8
2019-2021

Database Training at PROTECO
Training Course at PROTECO
UNAM
May – 2023

Scrum Training at PROTECO
Training Course at PROTECO
UNAM
JUN - 2023

KEY HARD SKILLS

- Java
- JavaScript/Node.js
- Python
- SQL
- C/C++
- Notion
- HTML/CSS
- Linux
- GitHub
- Excel

KEY SOFT SKILLS

- Leadership
- Effective Communication
- Resilience
- Adaptability
- Creativity
- TeamWork

SUMMARY

Throughout my university career, I have participated in multiple projects involving programming, software development, data analysis automation, and web application creation.

WORK EXPERIENCE

PROTECO intern **01/2023 – 08/2024**
Lessons taught and advisories provided on IT-related fields.
Teaching of Courses:

- Advanced Excel 07-2023
- C 07-2023
- Advanced Python 01-2024 & 07-2024
- MATLAB 07-2023
- LaTeX 01-2024 & 07-2024
- Advanced Web Development 07-2024

IEEE Computer Society - Member **08/2024 – 12/2024**
I develop projects and primarily assist in organizing the IEEExtreme.
IEEEXtreme is a global challenge in which teams of IEEE Student members.

PROJECTS AND COMPETITIONS

UNISEC National Competition - Mexico **10/2023 – 11/2023**
I participated in carrying out the following activities:

- Development and programming of the graphical interface
- Sensor programming
- Automation of the processing of the obtained data
- Data analysis

World CanSat PEU - México **05/2024 - 05/2025**
Participation in graphical interface development, sensor programming, antenna linking, automation, and processing of the obtained data.

World NASA SPACE APP CHALLENGE **10/2024**
Development of a web application capable of mapping the asteroids surrounding Earth using HTML, CSS, and JavaScript/Node.js, also featuring 3D models integration.
https://odyssey-unam.github.io/earth/

Virtual Tour. **05/2025**
Virtual tour developed with C++ and OpenGL, including 3D modeling, texturing, and complex animations.
https://github.com/Shaicko/ProyectoComputacionGrafica?authuser=0
https://youtu.be/RpjGy33UioE