

ABOUT ME

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 <https://javier-lug0-03.github.io/PanickedKernel/>

EDUCATION

 **PREPATEC CCU**
High school
Aug 2018- Jul 2021

 **TECNOLOGICO DE MONTERREY**
Computer Science / ITC
Aug 2021- Jul 2025

FRANCISCO JAVIER LUGO GUTIERREZ

COMPUTER SCIENCE STUDENT

MAJOR PROJECTS

MIRAMAR APP

(Jul 2022)

During the summer of 2022, I volunteered at a religious organization working on a webapp for their international conference in order to have a handy way to access to the announcements that were handed to me in pdf format, for that I used the pdf.js API. Aside of this I took care of hosting the page into GitHub pages and adding their custom domain as well as setting up said domain.

HACK MTY

(09/24/2022 – 09/25/2022)

During the 24 hours that this hackathon took, my team and I worked together to achieve an interface redesign that would make Mexican bank Banorte's app more attractive for people of my generation. To achieve this, I learned the Kotlin programming language from scratch and started using Android Studio for the development of the app UI/UX proposal.

FRC

(Aug 2019 -Mar 2020)

During the Infinite Recharge season, I participated with Overture#7421 to create a robot capable of fulfilling the challenge that consisted, among various things, in shooting foam balls known as Power Cells into certain hexagonal holes that had different point values. It was in this part where I worked with limelight vision integration and C++ code to help the robot aim at the holes by recognizing the shape, depth and distance to calculate the shot.

TECHNICAL SKILLS

Programming Languages

HTML – 3 years
JavaScript – 3 years
CSS – 3 years
C++ – 3years
Python – 1 year

Platforms

GNU/Linux – 3 years
MS Windows – 14 years
MacOS – 4 years

IDEs

VSCode – 3 years
Clion – 1 year