Joan Daniel Guerrero García

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Summary

Software Engineer specialized in Computer Science and Technology with 3 years of experience in game design and development as well as multiple software system projects using agile methodologies with a logical-oriented mindset at solving problems. Highly enthusiast in keep on learning advanced techniques and significant competencies in the area. Working responsibly and collaborating actively with my team aiming for a good project management generating creative solutions.

Academic education

Instituto Tecnológico de Estudios Superiores de Monterrey   GPA 95/100
- o   Bachelor's in Computer Science and Technology   *August 2019 - Expected Graduation, June 2023*
- o   IB International Diploma Program (High School)   *August 2016 - June 2019*

Instituto La Paz   GPA 96/100
- o   IB International Program with Excellence Grant (Middle School)   *August 2013 - June 2016*

Experience

Amazon Inc. (2022 – to date)
Agents Screen Recording
- Working on a full stack solution for a contact center using **Amazon Connect** and **AWS services**, producing the interface with **React**

Amazon Inc. (2021)
Simulation App Development
- Created a 3D multi-agent traffic visualization displayed in **Unity 3D** Engine, using **Mesa** AI agent framework in **Python.**

Dibujando un mañana foundation (2021)
Mobile App Development
- Developed a mobile app with **Android Studio** using **Kotlin** which promotes the activities and donations done by the foundation *Dibujando un mañana*. Connected the app with a **Firebase** database and uses the **PayPal** services.

STEAM Organization (2020)
Video Game Design and Development
- Developed a 2D video game with **Unity 2D** Engine using **C#**, with the purpose of spreading STEAM's mission while obtaining user's data through a **MySQL** database.

Projects

- ❖ Currently organizing a new student organization for game developing "SADEV" (2022 – to date)
- ❖ "Honey, you're dreaming" Game created during Game Jam 'Brackeys Game Jam 2022.1' (2022)
- ❖ "TGUCC" Game created during Game Jam 'Spooky Jam 2021' (2021)
- ❖ "SNAKE" Fan mobile game in honor of the classic game 'Snake' (2021)
- ❖ "Break" Game created during Game Jam 'Mini jam 87: Break' (2021)
- ❖ "Time Twist Mayhem" Game created during Game Jam 'A jam about time' (2021)
- ❖ "Personal space" Chill personal game created in 24 hours (2021)
- ❖ "Yaoyotl" Game created during Game Jam 'Game Jam 2021 from Tec de Monterrey' (2020)
- ❖ "Space Rocks" Fan game created in honor of the classic game 'Asteroids' (2019)
- ❖ "Neko game!!" Fan game created in honor of the Windows phone game 'Neko' (2019)
- ❖ "Space Intruder" Fan game created in honor of the classic game 'Space Invaders' (2019)

Skills

Languages	Technologies	Programming Languages
o Spanish: Native	o Unity 2D/3D (Advanced)	o Python (Advanced)
o English: Advanced (Cambridge/Pearson B2)	o GitHub (Advanced)	o C#/C++ (Advanced)
o French: Intermediate (DELF B1)	o SQL Server (Intermediate)	o HTML/CSS (Intermediate)
	o Android Studio (Intermediate)	o React/Js (Intermediate)
		o SQL (MySQL, SQL Server, MongoDB, BaseX, Neo4j, Firebase) (Intermediate)
		o Kotlin (Intermediate)
		o Clojure (Basic)

Courses

- Planning of software systems (2022)
- Modeling of multi-agent systems with computer graphics (2021)
- Integration of computer security in networks and software systems (2021)
- Software construction and decision making (2021)
- Online edX Course Microsoft C++ (2020)
- Online edX Course Unity (2020)
- Algorithms and Data Structures (2020)
- Computational object-oriented thinking (2019)
- Mathematics and Data Science Decision Making (2019)

Co-curricular activities

- Helped YCMA Naucalpan Foundation giving recreational classes to primary students with autism (2021)
- Took a posthumanism course for 1 semester at Tecnológico de Monterrey (2021)
- Took a photography course for 1 semester at Tecnológico de Monterrey (2021)
- Took an Ikigai course for 1 semester at Tecnológico de Monterrey (2021)
- Took a comic design course for 1 semester at Tecnológico de Monterrey (2020)
- Took an argument and debate course for 1 semester at Tecnológico de Monterrey (2020)
- Took a one weeklong HTML Bootcamp from Kodemia (2020)
- Created a professional art portfolio with oil paintings (2018)
- Helped at a social Service trip to Zacatlán's marginalized zones (2017)
- Collaborated in "EduCAS", a social project to give class to primary and middle school (2017)
- Participated on the "Alexander Gronthendieck" First Edition Math competition (2016)
- Created "El otro ángulo", an academic program to help students in middle school prepare for extraordinary exams (2015)
- Collaborated as President in the World Health Organization (WHO) Committee in the Model of United Nations PazMUN (2015)
- Participated in a volleyball interschool tourney (2015)
- Took a Financial 1-session-course "Dinero, Ahorro y Bancos" from Bolsa Mexicana de Valores (2011)