

JOSÉ ANDRÉS LOZANO ALANÍS

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EDUCATION

Centennial College

January 2025 – August 2026

Advanced Diploma in Game – Programming

Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)

August 2020 - June 2024

B.S in Computer Science and Technology

GPA: 94/100

Minor in Videogame Design and Development

Relevant Coursework

Data Structures, Algorithms, Game Development, Web Development, Machine Learning, Databases

PROJECTS

Compiler

- Developed a compiler using Python and the library PLY, designing the grammar based on a lot of diagrams, making the regular expressions for my tokens, coding the rules and inventing the virtual machine to be able to read the quadruples.

Multiplayer Videogame (Tec de Monterrey)

- Developed an online multiplayer game using Unity, Photon and C# as the concentration main project. This was developed for potential game development growth in the country.

AI Prediction Web App (Cemex)

- Developed a web application for Cemex, a multinational company, using Django and TensorFlow. The application incorporates machine learning to create a model prediction tool, empowering their testing department to enhance calculations and make better decisions about their products.

Street Simulation (IBM)

- Developed a 3D simulation of a functional street system using Unity, Anaconda, and Python. The simulation includes traffic lights signaling the movement of cars, which IBM used for research.

SKILLS

Programming Languages

Python (5 yrs), C++ (4 yrs), C# (2 yrs), Kotlin (1 yr)

Technologies

Unity, Android Studio, MySQL, GitHub, PHP, Microsoft Office, Visual Studio

Languages

English (B2), Spanish

CERTIFICATIONS

Supervised Machine Learning: Regression and Classification (Stanford)

2023

Cybersecurity: Defense against the dark digital arts (Google)

2020