Mario **Jiménez**

STUDENT IN COMPUTER SCIENCE

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Software Projects

Role-playing videogame in Java   *Second semester*

PROCEDURALLY GENERATED VIDEOGAME WRITTEN IN JAVAFX

- Currently hosted in GitHub (Lars17S / CaveDungeon).
- Implemented an algorithm to randomly generate map and room layouts.
- Learned the JavaFX basics to make a unique GUI.

Education

Tec de Monterrey CCM   *Mexico City, Mexico*

B.S. IN COMPUTER SCIENCE AND TECHNOLOGY   *August 2018 - Exp. December 2022*

- Currently studying my second semester.
- Major GPA: 4.0

Skills

Programming	Java, Python, C++
Web Development	JavaScript, Node.js, HTML5, CSS3
Software	Microsoft Office Suite, Adobe Photoshop, Illustrator, Premiere Pro
Languages	Spanish, English, French, Deutsch

Honors & Awards

| 2017 | **5th Place**, International Science Competition in Monterrey, Chemistry Area | *Monterrey, Mexico* |
| 2017 | **Silver Medal**, Mexican Mathematics Olympiad, in Chiapas | *Chiapas, Mexico* |

Additional Experience & Awards

Processing course in a Javascript   *Texas, USA*

UNIVERSITY OF TEXAS AT DALLAS   *Summer 2016*

- Learned basic syntax of JavaScript.
- Later learned to use JS, specifically the library p5.js.
- Made little videogames found in GitHub (MarioJim/Little-Projects).

HackMTY 2018   *Monterrey, Mexico*

TEC DE MONTERREY, MONTERREY   *August 2018*

- Created a Python script to scrape videogame store's prices.
- After the event, rewrote it in Node.js.
- Uploaded it to GitHub (MarioJim/ITC-Tec/HackMty2018)