Mario **Jiménez**

STUDENT IN COMPUTER SCIENCE

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Education

Tec de Monterrey CCM   *Mexico City, Mexico*
B.S. IN COMPUTER SCIENCE AND TECHNOLOGY   *August 2018 - Exp. December 2022*
- Currently studying my third semester.
- Major GPA: 3.9

Software Projects

Turn-based RPG videogame in Java   *Second semester*
PROCEDURALLY GENERATED VIDEOGAME WRITTEN WITH JAVAFX   */MarioJim/CaveDungeon*
- Used Gradle to run, debug and test the game
- Implemented an algorithm to randomly generate map and room layouts
- Learned the JavaFX basics to make the graphic interface

App prototype in ReactJS   *Second semester*
STATIC WEBSITE AND PROGRESSIVE WEB APP   */MarioJim/knocki-app*
- Built from Create React App and TypeScript
- Used webpack to compress a module based structure to a single file
- Uploaded to Heroku on mtouch-project.herokuapp.com

Skills

Programming	Java, C++, Python
Web Development	JavaScript, TypeScript, React, Node.js, HTML5, CSS3
Languages	Spanish, English, French

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)

Honors & Awards

2019	**First place at Banorte's challenge**, HackMty 2019	*Monterrey, Mexico*
2017	**5th Place**, International Science Competition in Monterrey, Chemistry Area	*Monterrey, Mexico*
2017	**Silver Medal**, Mexican Mathematics Olympiad, in Chiapas	*Chiapas, Mexico*