

Mario Jiménez

COMPUTER SCIENCE STUDENT

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Education

B.S. Computer Science and Technology

Aug 2018 - Exp. Dec 2022

TEC DE MONTERREY CCM

Mexico City, Mexico

- Currently in my third semester
- Participated as a TA on our Competitive Programming Club
- Relevant courses: Data Structures
- Major GPA: 3.9

Software Projects

Cave Dungeon

Second semester

PROCEDURALLY GENERATED RPG WRITTEN IN JAVA FX

🔗 /MarioJim/CaveDungeon

- Used Gradle to run, debug and test the game
- Implemented an algorithm to randomly generate map and room layouts
- Learned JavaFX to make a unique graphic interface

Knocki App mockup

Summer 2019

PORT OF MY DESIGN FUNDAMENTALS FINAL PROJECT TO REACT + TYPESCRIPT

🔗 /MarioJim/knocki-app

- Built using Create React App and Redux
- Written in TypeScript to improve readability through type checking
- Uploaded and hosted on a Heroku server

Skills

Programming Java (proficient), C++, Python

Web Development JavaScript (fluent), TypeScript, React, Node.js, HTML5, CSS3

Additional Experience and Awards

Participated in ICPC's Gran Premio de México 2019

May, September 2019

MEXICO CITY, MEXICO

- First time competing in a programming contest
- Solved 6 problems during three events

First place on Banorte's Challenge at HackMTY 2019

August 2019

MONTERREY, MEXICO

- Wrote an Android app that accurately blocks phishing links and ads

Participated in HackMTY 2018

August 2018

MONTERREY, MEXICO

- Created a Python script to scrape videogame store's prices
- Later, rewrote it entirely in Node.js

Attended a Processing.js course at University of Texas

Summer 2016

DALLAS, TEXAS

- Learned the basic syntax of JavaScript
- Used the p5.js library to create little animations