

# 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

### Resume and Portfolio

Since third semester

LATEX PDF AND REACT APP COMPILED FROM THE SAME DATABASE

🔗/MarioJim/ResumeAndPortfolio

- Wrote TypeScript packages for compiling the data to a static React website and to .tex files
- Controlled with a shell script that builds both projects starting from a fresh git clone
- Website hosted on GitHub Pages (mariojim.github.io)

### 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 FUNDAMENT'S 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

## 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

- Made an Android app prototype 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