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
- Participated as a TA on our Competitive Programming Club
- Relevant courses: Data Structures
- Major GPA: 4.0

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   *Summer 2019*

STATIC WEBSITE AND PROGRESSIVE WEB APP   /MarioJim/knocki-app

- Built using Create React App and Redux
- Written in Typescript to improve readability through type checking
- Uploaded to Heroku on mtouch-project.herokuapp.com

Skills

Programming	Java (proficient), C++, Python
Web Development	JavaScript (fluent), TypeScript, React, Node.js, HTML5, CSS3

Additional Experience and Awards

First place on Banorte's Challenge at HackMTY 2019   *Monterrey, Mexico*

TEC DE MONTERREY, MONTERREY   *August 2019*

- Wrote an Android app that accurately blocks phishing and ads
- Won first place in our challenge

Participated in HackMTY 2018   *Monterrey, Mexico*

TEC DE MONTERREY, MONTERREY   *August 2018*

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

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).