Mario **Jiménez**

COMPUTER SCIENCE STUDENT

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Education

Tec de Monterrey CCM *Mexico City, Mexico*

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

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

Software Projects

Turn-based role-playing videogame in Java *Second semester*

PROCEDURALLY GENERATED VIDEOGAME WRITTEN IN JAVAFX *⬚/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

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 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 *Mexico City, Mexico*

TEC DE MONTERREY, MONTERREY *May and September, 2019*

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

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).