

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 fourth semester
- Participated as a TA on our Competitive Programming Club
- Relevant courses: OOP, Data Structures, Databases, Networks
- Major GPA: 96/100

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

Languages	Java (proficient), JavaScript (fluent), C++, TypeScript, Python, Shell
Frameworks	React, JavaFX, Sass, Express, p5.js
Tools	Git, Maven, Gradle, Chrome DevTools

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
- Wrote mainly C++ but also learned the basic syntax of C and Python

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