Mario **Jiménez**

SOFTWARE ENGINEERING STUDENT

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Experience

Incoming Software Engineering Intern
GOOGLE
May - August 2022
Mountain View, CA

- Working with the Flutter team in their efforts of porting plugins to their new desktop backend

Software Engineering Intern
META
January - March 2022
Remote

- Working in the Unigraph team, part of the Infra pillar
- Rewrote an essential part of my team's product in Rust, reducing its execution time from ~18s to ~750ms
- Refactored a 950-line file into a readable and well-documented module composed of 10 files

Software Engineering Intern
MICROSOFT
June - August 2021
Remote

- Worked with the Field Service Mobile team from the Dynamics 365 division
- Participated in the creation of a simple feature of the FS app, from its conception, design, documentation, implementation and testing
- Developed and modified TypeScript modules used in React Native applications or in a web context
- Built an audio recording pipeline from recording an audio stream and encoding it using the Android NDK (C++)

Cybersecurity Intern
GRUPO FINANCIERO BANORTE
January - July 2020
Mexico City, Mexico

- Built and deployed a dashboard to help assess cybersecurity risks that affect the institution in a day-to-day basis
- Created several graph and hierarchy visualizations rendered with the help of React and D3.js
- Developed Python scripts to clean and transform the data from Excel spreadsheets to a variety of JSON and CSV files for easier use in the web app
- Had a hands-on experience on how companies defend their assets against malware and other cyber-threats

Education

B.S. Computer Science and Technology
TECNOLÓGICO DE MONTERREY
Aug 2018 - Exp. Dec 2022
Mexico

- Currently taking a semester off to participate in internships, 97/100 GPA
- Participated as a teaching assistant on our Competitive Programming Club for a year
- Relevant coursework: Data Structures, Operating Systems, Analysis and Design of Algorithms, Programming Languages, Advanced Database Systems, Web Applications Development, Software Quality and Testing, Software Design and Architecture, Compiler Design

Skills

Languages	TypeScript (proficient), Python (fluent), Java, Rust, C++
Frameworks	React, Express, SpringBoot, THREE.js, Flutter, React Native
Tools & Platforms	Git, Docker, GitHub Actions (CI/CD pipelines), Firebase, Node.js

Additional Experience and Awards

First place in Banorte's Challenge at HackMTY 2019
MONTERREY, MEXICO
August 2019

- Developed an Android app prototype that accurately blocks phishing links and ads
- Competed against about 100 teams in Mexico's largest student hackathon