

Mario Jiménez

SOFTWARE ENGINEERING STUDENT

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Experience

Software Engineering Intern

May - August 2022

GOOGLE

Mountain View, CA

- Working with the Flutter team in their efforts of adapting the framework to a new desktop backend

Software Engineering Intern

January - March 2022

META

Remote

- Worked with the Unigraph team (Infra pillar), responsible for managing the code size around Meta's products
- Rewrote an algorithm in charge of traversing and topologically sorting a 100,000-node graph using 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

June - August 2021

MICROSOFT

Remote

- Worked on 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

January - July 2020

GRUPO FINANCIERO BANORTE

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

Aug 2018 - Exp. Dec 2022

TECNOLÓGICO DE MONTERREY

Mexico

- Currently taking a semester off to participate in internships, 97/100 GPA
- 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, Flutter, SpringBoot, React Native

Tools & Platforms Git, Docker, GitHub Actions (CI/CD pipelines), Firebase, Ansible

Additional Experience and Awards

First place in Banorte's Challenge at HackMTY 2019

August 2019

MONTERREY, MEXICO

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