Guillermo Andrés García Vázquez

a01283254@itesm.mx
Mobile: (81) 1585 5707

LinkedIn: www.linkedin.com/in/guillermo-garcia-vazquez/

EDUCATION

- **ITESM – Monterrey**. Bachelor of Science in Computer Science and Technology Engineering (BCT).
- Graduating in December 2022 (Expected) (7th semester)
- Cumulative GPA: 97/100

EXPERIENCE AND PROJECTS

February 2021 – June 2021

Equilibrium iOS App, Swift
- Worked on a mobile application for iOS devices that allows users to practice the law of rotational equilibrium through a gamified simulator and quizzes.
- Developed the application with my team in Swift using the SwiftUI framework.
- Allows users to learn and practice this physics topic by using the simulator to place different characters in a balance and see how it affects the equilibrium.

Spring 2020

Google Software Product Sprint (SPS)
- Participated in this 11-week Google invite-only program to connect with other CS students and develop web applications.
- Used HTML, CSS, and Javascript to develop a customized personal portfolio and Java to create servlets.

August 2019

EcoSave Hackathon Project
- Worked on a system that measures electricity, water and gas consumption levels in real-time and displays them, as well as their expected price.
- Used an Arduino to capture the data from the sensors and communicate it to a computer. Then, using JavaScript, Node.js, Express.js, Socket.IO, HTML, CSS, Plotly, and other tools, we were able to display the information in the web.
- Allowed users to know how much energy they're consuming in real-time and preview how much they will pay at the end of the month.

TECHNICAL SKILLS

- <u>Programming languages</u>: C++, Java, Swift, Javascript, Python
- <u>Technologies</u>: HTML/CSS, Bootstrap, Git, SQL, MongoDB

AWARDS AND LEADERSHIP

- Instructor in competitive programming Java course in the ApportaTeen program, 2019-2021.
- Award for being amongst the highest grades in the Engineering and Sciences School, 2019.
- Participation in ICPC, 2019-2020.