

OBJECTIVE:

Seeking an internship position to further develop technical skills and explore career options in software engineering and videogame design.

EDUCATION:

Bachelor of Science – Computer Science and Technology

anticipated December 2018

Honors Program – GPA: 96.1 out of 100

Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)

Academic Achievements:

- Starlight Fighter, May 2016
A single-player 2D educational space shooter developed in Unity 2D with C# scripting in a 4-man team. As the project's Game Designer, defined the core elements and concepts to be included in the final product. Designed and implemented the hierarchical menu tree, the pause, saving and loading functions and wrote the game's storyline. Additionally, was actively involved in the process of integrating a SQLite database into the game.
- XML files scanner/parser, April 2016
A scanner/parser program developed in Flex, Bison and C in a 2-man team. The executable extracts a finite automaton's elements from a JFLAP-generated XML file and displays them in a 5-tuple representation format. Designed the Bison grammar handled by the parser and the list of tokens used by the Flex scanner. Furthermore, implemented the previous elements and took care of the overall testing and bug-fixing process.

PROJECTS:

- Diaspora (*work in progress*)
A single-player CRPG adventure game to be developed in Unity 2D with C# scripting. The game's main concept will be adapted from a short novel of the same name written in a creative writing workshop in 2014.
- LIMA Database (*work in progress*), anticipated December 2016
A side-project developed for Instituto México de Baja California High School's LIMA (*Marist Leaders*) leadership youth group in Tijuana, Baja California. A simple C++ application linked to a fixed SQLite database used to simplify the group dynamic selection process when planning events.
- Lumina, August 2016
An accessibility Android application developed in Java at HackMTY 2016 for the visually impaired. The app makes use of the smartphone's camera and the Bing Speech and Google Cloud Vision APIs to analyze the user's surroundings and offer pertinent data through TTS interaction. Implemented the Google Cloud Vision API and its interactions with the application and wrote and designed part of the vocal reply formats.

HONORS & AWARDS:

- Logistics Coordinator at LIMA Leadership Camps, 2013-Present
- Top 3 Computer Science and Technology Honors Student, January 2015
- Recipient of Academic Talent Scholarship at ITESM, March 2014
- Attendee at the First and Second National Marist Youth Leadership Camps, February 2013-2014
- Head of Logistics at ENNAGA 2013 (*National Encounter of Apostolic Marist Groups*), March 2013

TOOLS & SKILLS:

- C++ – Intermediate (25 months)
- C# – Basic / Intermediate (15 months)
- Java (NetBeans IDE) – Basic (9 months)
- MySQL – Basic (8 months)
- Unity – Basic (6 months)
- Spanish – Native proficiency
- English – Professional or working proficiency
- Japanese – Elementary proficiency