

Luis Juan Sánchez Padilla

Cell Phone: + 52 (81) 1288-3342

Email: luisjuansp@gmail.com

Home address: Río de la Plata 304, Col. del Valle,
C.P. 66250 Nuevo León, México.

Web site: luisjuansp.github.io

University: ITESM

University's Phone: + 52 (81) 8158 2000

Education

- Instituto Tecnológico de Estudios Superiores de Monterrey
- Bachelor in Computer Technologies (Ingeniería en Tecnologías Computacionales)
- Minor in Intelligent Systems and Visual Computing
- 9th Semester
- Expected graduation date: May 2017
- GPA: 8.5

Work experience

- August - December 2015

Android Developer at Agafy: I developed a simple game in cooperation with a designer, by using Android Studio and Java. After finishing that project, I worked on the prototype of an event-managing cross-platform app developed with Xamarin, with Parse support as back-end.

- May - July 2015

QA at TOWA: My work in TOWA consisted in revising a web application made in C# .NET with NHibernate and Spring, that was proven to have several bugs throughout the first release. It included Unit Test development and implementation, as well as to standardize the current product.

- March - May 2015

Web Developer at Beliveo: In collaboration with the Software Development Team, I worked in maintaining the primary tool the enterprise uses based on PHP, MySQL and Wordpress.

Significant Projects

- Adventure against drugs (C++): 3D OpenGL videogame with Xbox controller support.
- Mad Basic (Java, Antlr4): Object oriented language focused on educational purposes.
- Current - Mad Chess AI (JavaScript, Node): Facebook messenger bot that plays chess.

Leadership and Contests

- Collaborator in the ACM student group and SISCTI 2014.
- Parkour club and Ultimate Frisbee club board member.
- Contests:
 - Videogame Contest 2014 (ITESM, Winner): Star Wars Tower Defense
 - Hack MTY 2015 (ITESM, Finalist): "Gestalk"
 - MxHacks 2015 (ITESM CSF, Finalist, Disruptive Challenge winner): "Cochinito"
 - Hack MTY 2016 (ITESM, Finalist, AI Challenge winner): "Spoiler Defense"

Technical skills

- Programming languages:
 - Deep knowledge: C#, Java, C++, SQL, Javascript.
 - Shallow knowledge: CSS, C, PHP, Scheme, Prolog.
- Development environments and Tools:
 - Android Studio, Visual Studio, Netbeans, Eclipse, Git, MySQL, Apache.
- OS: Windows, MacOS, Linux
- English(Fluent, TOEFL ITP: 643), German(Basic)