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EDUCATION

ITESM Campus Monterrey — August 2014-present - graduating December 2018.

B.S. Computer Science and Technology (Honors program). GPA : 91 out of 100

EXPERIENCE

ExGlobal — Summer 2016

Summer job for front end web development, worked in the interface for the new platform for the company using ASP NET and DevExpress, javascript, html5, css and Toastr for push up notifications.

PROJECTS

2D platform game — November 2014

School project in a team of 4, acted as team leader, lead programmer, quality supervisor and also made the music for it, It was written in C# on Unity 3D .

Admission and career information app (Android - high quality Prototype)— April 2015

An app for android made as part as a contest for Tecnológico de Monterrey to give new students or applicants information about admission and career information and contact information for their respective areas. in a team of 4, developed in Xamarin (for its android emulator) and written in C# I had the main programmer position and quality supervisor.

SRS for FoodBank — November 2015

Social project to move the then current outdated visualBasic system of a FoodBank to a newer Java version, no actual programming. Worked on the SRS for the systems Warehouse module.

Uni-helper : a “Unicode Hackathon” project — November 2015

Web app for service request and offering, using Ruby on Rails, bootstrap and Google Material Design. Worked in pair programming, on the backend of the application.

Strategy Game: a “HACKMTY” project — August 2016

A Hackathon project to port a strategy boardgame to PC using Unity3D, Javascript and C#. Worked as main programmer.

TECHNICAL SKILLS

C++ (3 years)

JavaScript (1 year)

C# (6 months)

HTML5(6 months)

CSS (6 months)

Unity 3D (1.5 years)