Juan José López Jaimez
jj.lopezjaimez@gmail.com
LinkedIn profile: http://lnkd.in/brz2Zqp

Permanent Contact Info: Junco de la Vega 11, Altavista, 64840, Monterrey, N.L, México +52 (81) 83596297 / +52 7225106958

School Contact Info: Eugenio Garza Sada 2501 South, Tecnológico, 64849, Monterrey, N.L., México. +52 (81) 8158 2000.

Education:

ITESM- Campus Monterrey
Bachelor of Science in computer Science and Technology (BCT)
Expected Graduation Date: December 2018
Cumulative GPA: 96.44/100

Work Experience

5/2016 – 8/2016	Google, Kirkland Washington. Engineer Practicum Intern Worked on the Cloud Security team at Google on a project related to trusted computing, implementing and testing several cryptographic functions that would enforce the security in a Cloud component. The major impact in the project was both on the implementation of such functions and in the development of the network infrastructure used to communicate with the components of the project.

Major School & Personal Projects:

08/2013	Started designing and programming a project for a Computer Science Course of the International Baccalaureate to generate the schedules of High School students, the project was designed for a teacher and was programmed in Java
10/2014	Programmed a Videogame called "Outlast" for a school competition in GameMaker with a multiplayer module in Java
5/2015	Started developing a multiplayer version of the game "snake" in C++
10/2015	Develop the android application "Munch" at HackMX III, the application used the phone's GPS to locate nearby Restaurants, then it gave the user the possibility to invite some friends to go eating while communicating with the restaurant, the order would take place via the application and in the end the account would split also via the application, the restaurant-server was develop in Java. In the hackathon the application just got into the prototype phase

Technical Skills

Programming Languages:
Java   2 years
C++   3 years
Python   4 months
PHP   1 month
Platforms: Windows 7 (user), Windows 8 (user), Ubuntu (User), Debian (User), Android (user and basic Knowledge), Windows 10 (user)

Awards and leadership

11/15 Cybersecurity, a 4-course specialization by University of Maryland, College Park on Coursera. Specialization Certificate earned on November 20, 2015
08/15 Algorithmic Thinking (Part 2) by Rice University on Coursera. Certificate earned on August 22, 2015
07/15 Algorithmic Thinking (Part 1) by Rice University on Coursera. Certificate earned on July 4, 2015
04/15 Cryptography by University of Maryland, College Park on Coursera. Certificate earned on April 25, 2015
04/15 Software Security by University of Maryland, College Park on Coursera. Certificate earned on April 19, 2015
03/15 Hardware Security by University of Maryland, College Park on Coursera. Certificate earned on March 18, 2015
03/15 Usable Security by University of Maryland, College Park on Coursera. Certificate earned on March 15, 2015
09/14 4th place in the programming Contest of freshman students (Top teen programmer)
04/14 obtained the third place in the second game creation contest of high school (Prepatec Eugenio Garza Laguera)
02/14 4th place in Computing in the international contest of Science and Technology of ITESM campus Monterrey