**Carlos Serret**

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|  |  | www.serret.xyz |

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| EDUCATION |

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| **Tec de Monterrey (ITESM)** |  | Graduating in December 2018 |
| *Bachelors in Computer Science* | | *GPA 89/100* |

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| WORK EXPERIENCE |

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| **General Electric – Medical Systems** |  | Apodaca, Nuevo León, México |
| *Software Engineer Intern* |  | June 2016 - Present |
| * Developing a web application that will reduce the workers’ idle time in the production lines by 80% * Developed with ASP.NET, JavaScript, jQuery, AJAX, SQL, and C# | | |

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| **Freelance** |  | Monterrey, Nuevo León, México |
| *Web and software developer* |  | May 2016 - Present |
| * Developed solutions for clients using technologies that best suit their needs. * Have used WinForms, jQuery, MySQL, Foundation, KineticJS, PHP, among others. | | |

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| MAJOR PROJECTS |

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| **ITCbot** |  | 2016 |
| *A chatbot that helps students locate places, discover events, view their grades, and more.* | | |
| * Built using Heroku command line, node.js, and APIs like Facebook Send/Receive | | |

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| **Heroes** |  | 2016 |
| *Mobile app for an educational center in Monterrey, México.* | | |
| * Designed and developed only iOS version in Swift 2 * The game scenes were built using Adobe Illustrator and Sketch3 | | |

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| **Event-it** |  | 2015 |
| *Registration application for events.* | | |
| * Developed iOS version using APIs like Facebook Login, Google Maps * Estimote Beacons where used, along with their SDK | | |

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| **Horno Mexicano** |  | Summer 2015 |
| *A check cashing system for a restaurant* | | |
| * It was developed using Windows Forms and MySQL RDBMS * This was my first project working for a client | | |

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| **Halo** |  | Spring 2015 |
| *Game development* | | |
| * Video game development using C# and XNA Game Studio for Visual Studio * This was developed in order to learn and practice the basics of object-oriented programming. | | |

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| SKILLS |

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| **PROGRAMMING LANGUAGES** | **TECHNOLOGIES** |
| Expert: C#  Proficient: C++  Competent: Java, JavaScript, PHP | HTML, CSS, JQuery, node.js, SQL, Foundation, Amazon Web Services (AWS), Heroku, Android SDK, Unity2D, KineticJS, ASP.NET, AJAX, MySQL, Heroku, WinForms |
| **AWARDS** | **ONLINE COURSES** |
| Finalist in the HackMTY hackathon, 3rd ed. held at Tec de Monterrey, campus Monterrey | Machine Learning (Stanford) – coursing, Algorithms: Design and Analysis Part 1 (Stanford) – coursing, Front end web development, PHP development, jQuery Basics |