

# GUTIÉRREZ PREZA DIEGO

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## OVERVIEW

Eighth semester student of Computer Engineering at UNAM. With a passion for technological innovation and the design of embedded solutions. I am enthusiastic about participating in projects that integrate hardware and software to optimize industrial processes. Responsible and with teamwork skills.

## EDUCATION

**National Autonomous University of Mexico (UNAM)**

*Computer Engineering | 8th semester student*

Mexico City | Computer Engineering

*Graduated in: 2026*

## TECHNICAL KNOWLEDGE

- **Data analysis:** R, Minitab
- **Databases and modeling tools:** MySQL, PostgreSQL, SQL Server
- **Programming languages:** Python, C, C++, Java, VHDL, Arduino
- **Microcontrollers** PIC16F877A (assembler and C), MC68HC11 (assembler)
- **Computer graphics:** OpenGL, GLFW, GLEW, GLM, Blender
- **Certifications:** Scrum Fundamentals, MATLAB

## LANGUAGES

- English - Intermediate (B1)
- Spanish - Native

## ACADEMIC PROJECTS

<b>DE10-Lite card parking system</b>	2024
• Car entry and exit registration by sensors, using DE10-Lite programmable hardware with VHDL.	
<b>Digital Vumeter System</b>	2024
• Real-time environmental noise level classification, developed with MATLAB.	
<b>Data management system for engineering faculty students.</b>	2024
• Development of a database for data entry of students of the faculty of engineering.	
<b>Interactive menu on LCD display with PIC16F877A microcontroller</b>	2025
• Design and implementation of an embedded system that displays current, voltage and temperature sensor values on an LCD screen. Included analog input configuration, ADC conversion and menu navigation using physical buttons.	
<b>Cash register control with microcontroller MC68HC11</b>	2025
• Development of an embedded system in assembly language for a cash register, with functions to add products, calculate totals and give change automatically.	
<b>Interactive virtual fair in OpenGL and Blender</b>	2025

- Design and programming of a 3D virtual fair with multiple animated scenes. It included three types of camera (aerial, first person and tracking), automatic lighting with day/night cycle, object and character animations, and 3D modeling in Blender. Graphics libraries such as GLFW, GLEW and GLM were used for rendering and event control.

**Web administrator - Cover Concept Company**

2019-2022

- Design and maintenance of institutional web site. Database administration and content updating.

## SOFT SKILLS

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- Proactive
- Leadership
- Teamwork
- Persevering
- Communication skills.
- Ability to work under pressure