

Education Bachelor of Engineering in Artificial Intelligence

Universidad Panamericana Bonaterra – Aguascalientes, Mexico

Expected graduation date: May 2024

Programming languages C, C++, Java, Python.

Frameworks & IDEs Processing, Android Studio.

Projects Glaw Letters

<https://github.com/Niriot/Jects/tree/master/glawletters>

Interactive game, where you use your coordination and quick reaction time to press keys in a timely manner. Built in Java using the Processing framework.

Control Gas

Participated in "Control Gas", a project to prevent and control fires. Presented the project at the "Proyecto Aula 2019" national fair alongside the top high school projects in Mexico.

Radio Jove

Prototype of a machine to measure temperature, humidity and UV rays on the environment, part of a project in collaboration with NASA and UNAM.

Gran Algoritmia

2019 and 2020 participation on the Gran Algoritmia series of competitive programming contests.

Skills - Teamwork.

- Initiative to get involved in all areas of a project.

- Attentive and receptive to other people's ideas.

- Avid researcher.

- Public speaking on multiple project presentations.