

Hector Emil Grijalva Sanchez

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EDUCATION

Instituto Tecnológico de Estudios Superiores de Monterrey

Bachelor of Science in Computer Science

- Cumulative GPA: 93/100

Zapopan, Jalisco

Aug 2022 - June 2026

Centro Bachillerato Tecnológico industrial y de servicios

Programation Technologist

- GPA: 98/100

Tuxpan, Jalisco

Aug 2019 - June 2022

PROJECT EXPERIENCE

Streamrater

Made in C++

July 2023

- Developed a user-friendly content streaming rating service from scratch using C++ and applied strong object-oriented programming (OOP) principles, enabling users to rate, review, and share their preferred streaming content, fostering a sense of community and facilitating the exchange of opinions and experiences.
- Employed C++ and OOP principles to develop an efficient and robust backend infrastructure, enabling the storage and management of user-generated ratings and reviews, while utilizing a modular and scalable architecture that enhances the maintainability and extensibility of the rating service.

The Aztec Quest: Legends of Conquest

Made in Javascript, HTML

June 2023

- Developed a JavaScript-based RPG game demo inspired by the Mexican conquest for elementary students, integrating challenging mechanics and interactive storytelling. Implemented Solana's network and Shyft SDK to generate NFIs as rewards, enhancing user experience. Collaborated, tested, and debugged for seamless integration.
- Successfully generated interest in the topic of the Mexican conquest among elementary school students while enhancing the gaming experience through the integration of Solana's network and Shyft SDK to provide NFIs as rewards.

NumSnake

Made Python

December 2022

- Developed and created "numsnake," a Python-based video game that combines a classic snake gameplay with an educational twist by integrating mathematics questions and problems, aimed at promoting basic mathematics knowledge among primary school children.
- Designed an engaging and interactive math learning experience that not only made the subject enjoyable but also challenged players' problem-solving skills by integrating mathematics questions, while implementing a reward system that granted extra lives for correct answers, enabling continuous progress.

Second Life

Made in HTML, CSS

September 2022

- Developed a website mockup called "Second Life" as part of a student hackathon in Monterrey.
- Addressed the environmental issue of "Fast fashion" by providing a marketplace platform, enabled users to offer clothes they no longer wear and sell, trade, or donate them to individuals in their vicinity, and encouraged sustainable fashion practices and a circular economy.

TECHNICAL SKILLS

- **Programming Languages:** Python, C++, Javascript, HTML & CSS

EXTRA-CURRICULAR ACTIVITIES

STATE AND NATIONAL ACADEMIC CONTEST, FIRST PLACE IN SOCIAL STUDIES

Mérida, Yuc

Mat 2022 & May 2022

- In March and May 2022, I participated in a state and national academic contest in the subject of Social Studies. I proudly secured first place in the state stage, which allowed me to advance to the national level. The contest tested my knowledge and understanding of various social science disciplines, including history, geography, economics, and sociology.

languages:

- Spanish: native speaker
- English: B2