

# Gael Venegas

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## EDUCATION

**Instituto Tecnológico y de Estudios Superiores de Monterrey**

Guadalajara, MX

*Bachelor's Degree in Computer Science and Technology, First Semester*

*Aug. 2022 - Jun. 2026 (expected)*

## PROJECTS

**Pathfinding Visualizer** | *React.js, JavaScript, HTML, CSS*

Mar. 2023

- Created a React.js web application that visualizes pathfinding algorithms like Dijkstra's and A\* to find the shortest path between two points on a grid
- Implemented interactive controls to customize the grid and the obstacles, and display the path and the visited nodes
- Used object-oriented programming to modularize the code and improve maintainability

**Sorting Visualizer** | *React.js, JavaScript, HTML, CSS*

Feb. 2023

- Developed a React.js web application that visualizes various sorting algorithms such as bubble sort, merge sort, and quicksort
- Implemented dynamic animations to show the step-by-step process of the sorting algorithm in action

**Tenzies Game** | *React.js, JavaScript, HTML, CSS*

Feb. 2023

- Developed a browser-based version of Tenzies using React, implementing game mechanics and UI elements
- Utilized React's component architecture and lifecycle methods to manage different game states
- Designed the game to be responsive and accessible for players across devices and screen sizes

**Notes App** | *React.js, JavaScript, HTML, CSS*

Jan. 2023

- Developed a notes application using React, allowing users to create, edit, and delete notes
- Implemented state management to keep track of the notes and their content
- Utilized local storage to persist the notes across browser sessions

**ATM program** | *C++*

Nov. 2022

- Developed a C++ program simulating an ATM using OOP concepts such as inheritance
- Implemented a secure user login system and features such as balance inquiry, cash withdrawal, and deposit functionality

**Weather App** | *React.js, JavaScript, HTML, CSS*

Oct. 2022

- Developed a React.js web application that asynchronously fetches and displays weather data using the OpenWeatherMap API
- Implemented dynamic user interface changes based on the fetched information, providing users with a customized experience

## TECHNICAL SKILLS

**Languages and Technologies:** JavaScript, HTML/CSS, Python, C++, Matlab, React.js

**Spoken Languages:** English (C2), Spanish (Native), French (C1)

## NOTABLE COURSES

**Learn React - Bob Ziroll**

*learn how to build dynamic, interactive web applications with React.js*

*Jan. 2023 - Feb. 2022*

**Learn React - Codecademy**

*Build powerful interactive applications with React, a popular JavaScript library*

*Sep. 2022 - Oct. 2022*

**Python for Everybody - Charles R. Severance**

*Learn to Program and Analyze Data with Python.*

*Feb. 2022 - May. 2022*

## LEADERSHIP AND AWARDS

**Model United Nations (MUN)**

Apr. 2021

- Participated as a debater, developed leadership and public speaking skills, and contributed to discussions about international security