Romel Aldair Vázquez Molina

Date of Birth: 08/20/2000
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Email: A01700519@tec.mx   Tel: +521 81-3698-4267

EDUCATION

Instituto Tecnológico de Estudios Superiores de Monterrey Campus Monterrey (ITESM) – Nuevo León, México
"Bachelor of Software Engineering – Minor in Finance"
Average grade: 98/100 (3.9 GPA)

January 2019-June 2024(Expected Graduation Date)

Asociación Mexicana de Instituciones Bursátiles (AMIB) – Nuevo León, México
"*Investment Strategy Advisor*"

November 2023

Algebra University College – Zagreb, Croatia
"Artificial Intelligence Course"

July 2021

Universität Wien – Vienna, Austria
"Conferences about experimentation and training for software engineering activities"

July 2021

WORK EXPERIENCE

Kumon

Santiago de Querétaro, Querétaro, México

Math Coach

September 2018 – January 2019

- Encouraged and taught children and teenagers, to develop their skills in mathematics.
- Taught them how to solve difficult problems, by dividing into simple tasks.

RECENT PROJECTS

Github link: *https://github.com/RomelVazquez2008/RomelVazquezProjects*

Valuation Multiples (Firms Valuation)

2023

I used some quantitative methods to describe the possible value or risk of different enterprises.
- I recreated the Altman Z-Score and the EBITDA multiple methods.
- I analyzed Arca Continental and SalesForce.
- All the data was extracted from Yahoo Finance and implemented in Excel.

Structured Notes (Debt Instruments and Securitization)

2023

I designed an Investment Strategy that uses CETES (debt instruments), calls, and puts (derivative instruments)
- The initial investment was $20,000,000.00 Mexican pesos and I created a strategy of 3 months where the best case is earning $23,358,483.20 and at the worst you are left with the same initial investment capital.
- All the data was extracted from Yahoo Finance and implemented in Excel.

Software Development for Arca Continental – University Project (Software Construction and Decision Making)

2022

In a team of five members, we develop a dashboard web application for the supervisors training in the Company and a videogame as well in order to apply all the concepts learned around the course.
- Implemented in React (web development), AWS (database), C# and Unity (videogame).
- I designed some assets for the videogame and coded the interaction between then in addition to the database.
- I documented the requirements, design and test case documentation.

Lights Traffic Optimization – University Project (Multi-agent systems)

2021

In a team of four members, we develop a simulation of the implementation of smart lights traffic in one corner of our streets, to reduce the vehicular traffic at some hours
- Implemented in Python, C# and Unity (400 code lines in Python and 300 code lines in C#)
- I designed the car and light traffic agents with the agentPy library.

SKILLS

PROGRAMMING LANGUAGES
Python, C, C++ (2 years of experience)
Matlab, R, Arduino, MIT app inventor, SQL (1 year of experience)
Scheme, Unity (2 months of experience)

SOFTWARES
Excel, Office, PowerPoint, Canva (3 years of experience)
SalesForce, Metatrader 5, Capital IQ, Refinitiv (1 year of experience)

AWARDS
I participated in "Olympiad Science Contest" in Physics and Chemistry categories - 2017
I won 1st place "High School app development" competition. - 2017
I obtained an 80% scholarship from Tecnológico de Monterrey.
I won 1st place in 10,000m "Queretaro municipal athletics competition" Juvenile Category – 2019
My teammates and I won 1st place in "Grand Spirit COED Puerto Vallarta" - 2022

LANGUAGES
Spanish – Native language
English – B2 level /EUC score 61 (2021)

INTERESTS

I practiced athletics, gymnastics and cheerleading for my university team.
I like to invest in the stock market and to read financial news.
I enjoy learning topics about physical and mental health care.