

# Santiago Yeomans

Computer Systems Engineer Student

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## EDUCATION

**Tecnológico de Monterrey**, Guadalajara – B.S. Engineer's Degree in  
Systems Engineering  
GPA: 96/100

August 2018 – December 2022 (**Expected**)

## EXPERIENCE

**Student Exchange**, San Francisco, CA – Entrepreneurial Formation

- I was working in Silicon Valley with entrepreneurs, mentors, teachers and students from ITESM, UC Berkeley and Stanford, and different co-working spaces and tech incubators in order to create a tech based service that solves a problem in the bay area.

December 2017

## MAJOR PROJECTS

**F1 in Schools** - Group Project

- Used SolidWorks and various tools to designed, manufactured and developed in collaboration with my team a scaled version of a Formula 1 car for a state competition.

January 2018 – April 2018

**To Do App** - Personal Project

- Used Swift 3 and Xcode to create iOS app that allows users to create reminders on a simple UI.

October 2017

**Drones** - Personal Project

- Used various tools and software to build and programmed my own drones as a hobby and as a personal project.

July 2017 – Present

**Call of School** - Group Project

- Used Game Maker to create a simple and fun videogame as a school project.

January 2017 – April 2017

**Yeogram** - Personal Project

- Used HTML, JavaScript and CSS to create my own desktop version of Instagram.

June 2016

## PROGRAMMING LANGUAGES & TOOLS

**Languages:** Python,  
JavaScript, Swift

**Tools:** Git, Unreal, Game  
Maker, Xcode.

## LANGUAGES

- Spanish (Native)
- English (Advanced)

## RELEVANT COURSEWORK

- Python - Py
- Videogames - Platzi
- JavaScript - Platzi

## EXTRACURRICULAR ACTIVITIES

- ACM, Collaborator –  
at Tec de Monterrey
- Programming Club
- Basketball
- Drones Club

## REFERENCES

\*References upon request.