Marco A. Peyrot

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Instituto Tecnológico de Estudios Superiores de Monterrey

Education

Bachelor of Science in Computer Technologies (BCT), graduating in May 2018.

Academic Qualifications

Tecnológico de Monterrey   **Monterrey, México**
Cumulative GPA of 98.5/100   *2013–2018*

Carnegie Mellon University   **Pittsburgh, Pennsylvania**
Cumulative GPA of 4.0/4.0   *Exchange Student for Spring and Fall 2016*

High school   **México**
Cumulative GPA of 9.8/10   *2010–2013*

Extracurricular Activities

Community   gave people with low resources English classes during weekends for 1 year.
Sports   practiced for 5 years Tae Kwon Do followed by 2 years of Aikido.

Work Experience

Carnegie Mellon University   **Pittsburgh, PA**
Teaching Assistant of professors Charles Garrod and Joshua Bloch for course 15-214,   *August-December 2016*
Principles of Software Construction

Selected projects

Event Promotion website (January – May 2015, ITESM)   *Ruby, Rails*

- Developed for the database course, it was made in collaboration with a team from 9th semester.
- Acted as Scrum Master (for part of the team), programmer and quality manager.
- Currently running in one of the university's servers.

Survival single-player video game (April – May 2015, ITESM)   *Java*

- Developed to use auto-generated levels and environments in order to improve player experience.
- Acted as team leader, concept designer, and programmer.
- Developed with JFrame, it can be downloaded and played at GitHub.

Data analysis and visualization framework (March - April 2016, CMU)   *Java*

- Developed for course 15-214, it was awarded best framework of the course of Spring 2016.
- Created with JFrame and provided with a user – friendly interface. It was made general enough to support a large array of user – made plugins with graph capabilities. This project was made in collaboration with William Chargin.

Multiplayer online tank video game (March - April 2016, CMU)   *Python, Django*

- Developed for course 15-437 as the final project, recognized as one of the best of Spring 2016.
- Implemented with user profiles and tank customization; for a more realistic experience it uses Box2d physics engine alongside the HTML5 canvas and JQuery.
- Deployed on Heroku and Amazon AWS, currently available at this site.

Skills

Proficient or better in: Java, C, C++, Python, SQL, JavaScript, Haskell; Android, Django, LaTeX, and Git.
Spoken languages: Spanish (native), English(CEFR level C1), and German (Intermediate).

Selected Academic Honors

ITESM   High Academic Achievement Award 2014.
CMU   Named to the Dean's List of the School of Computer Science (Spring and Fall 2016).
Other   First place in High school and second place in Junior High school.