Gerardo Mora Beltrán

E-mail: gmorabeltran@gmail.com +52 6688-20-23-25 LinkedIn: linkedin.com/gmorabeltran

EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey Graduating in December 2023
Bachelor of Science in Computer Science and Technology *Cumulative GPA:87/100*

WORK EXPERIENCE

Uber Seattle, WA, United States
Software Engineer Intern June – August 2022

- Designed a shadowing testing environment for various configurations which determine a driver's status, heavily reducing the risks of making modifications to those configurations while giving vital feedback on those potential changes.
- Consistently used various internal tools to optimize the modification processes, rollbacks and data analysis of the evaluation's results.
- Profusely documented the requirements and design of the project in order to set the path for future implementations around the shadowing environment and new process of configuration modification.

MAJOR PROJECTS

Ternium Gamification Project August – October 2021
A gamified application where employees can be onboarded and capacitated on their responsibilities at Ternium.

- Developed an Unity application which gamified various processes from Ternium, embedded in a website with the purpose of employee capacitation in a fun and easy to understand environment.
- Designed processes which connected the website and game to a database which received and sent data depending on the logged-on user's information and activities.
- Tested views, database information, tasks and tools using 12 administrator and regular accounts.
- Developed using Unity, HTML, CSS, JavaScript and SQL.

IP Security Filtering Simulation Project October 2020
A simulation of cyber-attacks where we optimized the process of tracking the weaknesses and main attack source.

- Filtered a 328 pages long file with data related to a failed login into an account using an IP range.
- Data file included information such as the failed login's month, day, hour, IP address and failure reason.
- Facilitated the task of searching for specific information by filtering through a non-sorted file.
- Developed using C++.

Streaming Service Project November – December 2019
A simulation where we can view the behavior of a racecar through a course in different conditions.

- Developed a command line application that filters movies, series, their genres and ratings according to the user's choice of entertainment, mimicking an online streaming service.
- Used various test files which included information of 23 movies and series such as their rating, genre, seasons and episodes.
- Developed using C++.

Car Racing Simulation Project
A simulation where we can view the behavior of a racecar through a course in different conditions.

- Simulated a car's trajectory through a racecourse using various personalized user's values on the car's weight, speed and the driver's physical attributes.
- Shows a real-time graph of the car moving through the course and determines if a crash will happen using the user's input.
- Developed using MATLAB.

SKILLS

PROGRAMMING LANGUAGES

Most comfortable: C, C++, Go.
Comfortable: Python, C#, Typescript.
Beginner: MATLAB, Visual Basic, JavaScript.

TECHNOLOGIES

HTML, CSS, node.js, SQL, MongoDB (NoSQL), Git, Unix/Bash, Unity3D, Docker, Microsoft Azure, PostgreSQL, Cypress, Open AI, Remix, React

AWARDS AND LEADERSHIP

Recipient of an Innovation and Technology Diploma of the Capacitation and Onboarding Project offered by Ternium in which students can develop digital solutions and tools of high impact for the Industry 4.0 in the steel industry.
Participated in the social service organization SELIDER, whose mission is to foment a leadership mindset in senior middle-school students.

RELEVANT COURSES

Data Analysis and Tools for AI, Planning, Design and Implantation of Advanced Software Systems, Advanced Algorithms, Data Structures, Network Interconnections, Object-Oriented Programming, Introduction to Databases, Software Engineering Fundamentals