JOSUÉ CARBAJAL PACHECO

Computer Engineer

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PROGRAMMING LANGUAGES

- **Java**

Intermediate-advanced knowledge in application development.

- **C**

Intermediate-advanced proficiency in structured programming.

- **Python**

Intermediate knowledge in software development.

- **Arduino**

Intermediate-advanced programming and hardware management skills.

- **SQL**

Intermediate-advanced knowledge in database management with Oracle SQL.

SOFT SKILLS

- Critical thinking
- Problem solving
- Time management
- Goal orientation
- Proactivity
- Handling pressure
- Ability to adapt to new methodologies

LANGUAGES

- English 40 %

CONTACT

ABOUT ME

Ninth-semester Computer Engineering student at UNAM, passionate about technology and science, focused on developing innovative solutions to everyday problems.
My self-taught learning spans areas such as psychology, philosophy, music, and history, allowing me to approach projects with a creative and multidisciplinary approach.
Committed to teamwork, efficient project management, and goal achievement, with adaptability and problem-solving skills.

WORK EXPERIENCE

October 2024 – June 2025

- **CCIDTES, S.A. | SYSTEMS AREA ASSISTANT**
- Email management and control in the IT department.
- Preventive and corrective maintenance of computer equipment and printers.
- Installation and configuration of security cameras.
- Management and administration of timekeeping software.

STUDIES

2019 – 2021

Basic Mechatronics Technician
College of Sciences and Humanities, Oriente Campus

2021 – Present

Computer Science Engineer, Faculty of Engineering
National Autonomous University of Mexico

PROJECTS

Projects Arduino Projects

• Design and construction of autonomous houses: Implementation of sensors and servomotors for automation.

• Development of insect-like robots: Creation of Bluetooth-controlled robots for competitions.

Mobile application projects

• Bluetooth remote control: Development of applications for controlling autonomous cars and homes using Arduino technology.

Java projects

• Graphical interface for a polynomial calculator: Design of an interface that allows performing operations with polynomials and graphing the results.

C projects

• Reverse Polish notation: Creation of a program for converting and solving arithmetic expressions using queues.

SQL projects

• Inventory database: Development of a database for managing the inventory of a fictitious business.

GitHub Repository