VADHIR VALLE MÉNDEZ

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EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey
B.S in Computer Science and Technology   Cumulative GPA: 93.96
Líderes del Mañana: Winner of ITESM's most prestigious award, consisting of a 100% scholarship awarded to young people with outstanding leadership skills and a commitment to social impact.

SKILLS

Programming Languages: Python, C++, C#, JavaScript, MySQL, Matlab, Arduino
Technologies: Git, Figma, HTML, CSS, Unity, Google Suite, AWS, MS Office
Languages: Spanish (Native), English (B2 Upper Intermediate)

EXPERIENCE

Instituto Tecnológico y de Estudios Superiores de Monterrey   August 2025 – February 2026
Intern in Scholarship Administrator
- Coordinated the application process for the "Líderes del Mañana" scholarship, the institution's most important social mobility program, ensuring that candidates met the required standards of excellence and social commitment.
- Managed the candidate database using CRM tools, optimizing conversion funnel tracking and ensuring data integrity throughout all stages of the scholarship cycle.
- Provided personalized advice and support to high-potential applicants and their families, acting as the main point of contact for answering questions about eligibility criteria, financial processes, and admission requirements.
- Facilitated informational sessions and interviews with parents, translating technical and administrative processes into clear and accessible information to build trust in the educational program.

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Independent Developer and Founder   December 2022 – Present
- Designed and developed an educational video game with social impact focused on teaching mathematics to elementary school students, using technologies such as Unity/C# and WebGL.
- Implemented the software in various educational institutions, impacting more than 600 students and facilitating the teaching of playful and interactive concepts.
- Led the management of partnerships with school administrators to integrate video games as a tool for academic remediation, aligned with quality education goals (SDG 4).
- Iterated the development based on direct feedback from users (students and teachers), optimizing the usability and effectiveness of STEM learning.

TecXotic (Flagship Underwater Robotics Project)   August 2025 - Present
- Collaborated in the development of the "IKTAN" underwater robot, competing against more than 1,000 students from 18 countries in the MATE ROV World Championship.
- Participated in solving technical challenges related to ocean monitoring and preservation using remotely operated vehicles (ROVs). Mainly prototyping and developing monitoring web pages.

LEADERSHIP AND AWARDS

State Public Speaking Champion: 2022
Recognized for outstanding skills in persuasive communication and debate on the topic "Voces por la Igualdad Sustantiva."

Social Responsibility Member | Engineering Student Society (ITESM):   August 2025 – August 2026
Coordination of social impact initiatives and events on campus and outreach activities in the community by the engineering student group. Such as the DownHill Challenge, where we organized the largest event on campus, contacting sponsors, negotiating with executives, managing event logistics, etc.