Valeria Enríquez Limón

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EDUCATION

- **Instituto Tecnológico de Monterrey** Monterrey, Nuevo León
  Bachelor of Computer Science; GPA: 4.00 *Aug. 2021 – Jun. 2025*

- **Relevant Coursework**

  Data Structures and Algorithms, Object Oriented Programming in C++, Database Design, Full Stack Web Development, iOS Apps Development, Networking, Distributed Systems, Agile Methodologies, Internet of Things

INTERN

- **Power Apps On Campus Intern** Monterrey, Nuevo León
  Software Engineer *Feb 2023 - Aug 2023*

  I worked on the recruitment process for social service volunteers. The application efficiently automated candidate selection, resulting in a remarkable reduction in recruitment time. It streamlined candidate tracking and communication, with a user-centric approach and prioritized design principles.

  - **Low-Code Development**: Involved on creating software applications with minimal reliance on traditional coding. Leveraging intuitive visual interfaces and pre-configured components, I expedite the application development process.
  - **Data Integration with Sharepoint Lists**: I specialized in the strategic centralization and management of data through the proficient utilization of SharePoint Lists, thus optimizing collaboration and streamlining data accessibility.
  - **User Interface Design**: Adept at the creation of responsive and accessible user interfaces tailored for mobile applications. My designs prioritized user-centricity and accessibility standards, ensuring a seamless user experience.

MOST RELEVANT PROJECTS

- **Machine Learning iOS App integrated with Web Application**: Created an iOS App using an image recognition model developed by Apple, integrated it with a Web Administration page.
  Tools: XCode, React, PostgreSQL, NodeJS
  Impact: The primary objective was to facilitate sign language learning for deaf children by using video recognition technology to provide visual demonstrations of sign language words when recognized by the camera. This initiative was carried out in collaboration with "Dilo en Señas," a company dedicated on promoting the Mexican sign language.

- **Virtual Reality Shooting Videogame**: Conceptualized and developed a videogame incorporating immersive VR features to enhance the player's experience. **Tools**: Unity, Blender

- **Botnet recognition using algorithms**: Implemented algorithms to detect and identify botnets in a simulation of network traffic data. **Tools**: C++

PROGRAMMING SKILLS

- **Languages:** C++, Python, Javascript, HTML, CSS, Swift, C++
- **Technologies:** Git, Azure DevOps, VSCode

ADDITIONAL

- **ICPC 2023:** Partaker in a Competetive Programming Contest from my university where I utilized C++ to tackle a diverse set of complex algorithmic problems.
- **Hackathon 2022:** Participant in a software development contest where a project called "InBank" was initiated and the risk and analysis of investment funds for users where shown in a personalized way.
- **Languages:** Spanish - Native, English - Advanced, German - Intermediate