Vicente Javier Viera Guízar
Software Engineer

Education

Instituto Tecnológico de Estudios Superiores de Monterrey   *Graduating in June 2024*
Bachelor of Science in Computer Science and Technology   *Zapopan, JAL*

- **GPA:** 94/100.
- **Relevant Coursework:** Algorithms and Data Structures, Computer Graphics and Linear Algebra.

Professional Experience

Rayo   *October 2023 — Present*
Frontend Main Developer & Team Leader

- Led the Rayo's main webpage development team.
- Built the **SCRUM** workflow with **Cucumber** and **Cypress**.
- Created the Rayo's main components' library with **scalability** and **responsiveness** in mind using **Astro**.

Projects

Brainiac-Web   *October 2023 – November 2023*
Graphics Engineer | TypeScript, React, Three.js and GLSL

- Developed a graphical visualization for the results of a neurological research experiment.
- Implemented Voronoi's 3D algorithm to color the neural fibers from a tractography.

Conway's Game of Life   *October 2023 — Present*
Zero-Player Simulation of Simple Life | C++, CMake, SDL and OpenGL

- Programmed graphicaly an interface of the classic **Conway's Game of Life** simulation.
- Designed an **Object-Oriented** aproach to handle the game's logic.
- Developed using my own CMake framework for C/C++ projects.

Technical Skills

- **Languajes:** C/C++, JavaSctipt, TypeScript, HTML, CSS, and PowerShell.
- **Frameworks:** Astro, React, Next.js, React-Native, Tailwind and Cinder.
- **Developer Tools:** Git, GitHub, GitHub Code Spaces, Vercel, Render, Visual Studio, VSCode, CMake, gdb and Figma.
- **Libraries:** Boost, SDL, Assimp, GLEW, GLFW, glBinding, OpenGL, Flex and Bison.

Languajes

- Spanish(Native)
- English
- French