

Aarón Cano

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Education

INSTITUTO POLITÉCNICO NACIONAL (UPIIZ)

Zac, Mexico

Bachelor of Science in Computer Systems Engineering.

Experience

PERSONAL PROJECT

Zacatecas, Zac

Full Stack Developer

September 2024 – Present

- Designed and developed a web application for visualizing and exploring publicly available artworks.
- Built a RESTful API backend using Django for data management and CRUD operations.
- Implemented dynamic and responsive frontend using React.

INSTITUTO POLITÉCNICO NACIONAL (UPIIZ)

Zacatecas, Zac

Software Engineer

August 2023 – June 2024

- Collaborated in a 4-member team, following the Scrum framework, to develop a web application for statistical analysis and machine learning model training, intended for researchers.
- Developed backend logic using Django to process CSV datasets, clean data, and train predictive models.
- Created technical documentation and user guides to facilitate system adoption and maintenance.

PERSONAL PROJECT

Villahermosa, Tabasco

Game Developer

June 2020 – April 2021

- Designed and programmed 2 independent video games using Unity and C#.
- Created assets, user interfaces, and gameplay mechanics from scratch.
- Managed all phases of development, from concept to release.

Leadership

INSTITUTO POLITÉCNICO NACIONAL (UPIIZ)

Zacatecas, Zac

Student Mentor – Programming Fundamentals

November 2022 – June 2023

- Taught introductory programming concepts, including control structures and data structures, to first-year university students.
- Designed and delivered lessons to make programming concepts clearer and more accessible.
- Reviewed and provided feedback on coding assignments to improve coding practices and problem-solving skills.

Skills

Technical Skills

Programming: Python, JavaScript, C#, SQL, CSS, HTML.

Frameworks & Libraries: Django, React.

Tools: Git, Visual Studio Code.

Languages

- Spanish - Native
- English - Advanced