

Education

IPN ESCOM - Superior School of Computer Sciences

Bachelor's degree in Computer Systems Engineering

Graduating in January 2022

CGPA 91 out of 100

- Top ranked student for 8 consecutive semesters.
- Participant of "Competitive Algorithms Club's - ESCOM"
- Research student in the BEIFI Program at IPN with Natural Language Processing

Projects

Imaginary friends (2nd Place IBM's favorite health hack)

Feb - 2019

A web and mobile application that have two different users: parents and children. This project was focused in children with autism that would like to develop their social skills with parent supervision. Some studies have shown that children with imaginary friends can develop better social skills, based on that, this app allows kids to create their imaginary friends by just drawing them. Then a parent can watch charts with statistics about feelings.

- Built with Angular and WIX for Mobile and Web App.
- IBM - Watson for feelings detection.

Academic Programs Management System

Aug - Dec 2018

A Web application which objective was to improve the way an Academic Program was created and managed at my university (IPN). I participated as a member of the UX/UI design team and I was in charge of the analysis team.

- Built with Angular 6, Spring Boot, Postgres.
- Documentation with LaTeX.
- Tested with Selenium.





EarthMozione

Aug - Sep 2018

An IoT application that consists on a network of seismic sensor devices connected to each other providing feedback among them to alert with seconds of anticipation about an earthquake from a mobile application to the user. This project was done by a team of 4 people.

- Developed for android 9+.
- The electronic device was interconnected with the mobile device using Arduino Bluetooth.
- Interconnected using Huawei Cloud services.

Awards and leadership

- **Organizer of the Girls-Challenge 2nd edition** with 40 participants and 15 staff members (*August 2020, Mexico City*). 
- **2nd Place of 50 participants on Woman Category** at the OmegaUp League 1st edition (*June 2020, Mexico City*).
- **14th Place of 206 participants in general Category** at the OmegaUp League 1st edition (*June 2020, Mexico City*).
- **Organizer of the Girls-Challenge 1st edition** with 20 participants and 3 staff members (*June 2020, Mexico City*). 
- **Best female participant** in the 4th Summer of training in competitive programming at ESCOM - IPN, 2019.
- **Participant of the Grant Prize of Mexico (ACM-ICPC)** in 2019 with the team #include<witech> in place 119 of 316 teams.
- **2nd Place at the category "IBM Health Hack"** at TreeHacks [MLH] **Hackathon** with the project "Imaginary Friends" (*february 2019, Stanford University*). 
- **1st Place** in MxHacks [MLH] **Hackathon** with the project "EarthMozione" (*september 2018, Palacio de Minería Mexico City*). 
- **3rd Place at the category "Disclosure of science"** in Metropolitan Expociencias with the project "Venus movement" (*April 2015, Mexico City*).

Skills

PROGRAMMING LANGUAGES

2 years C++, mostly for competitive programming.

1 year Java, Python

1 year PHP, Javascript, C

TECHNOLOGIES

HTML, CSS, MySQL, Git,

Unix/Bash, Flask, React, LaTeX

COURSES

→ 3rd Summer of training in competitive programming at ESCOM (*July 2019, Mexico*).

→ Training Camp in competitive programming at CIMAT (*October 2019, Mexico*)

→ 4th Summer of training in competitive programming at ESCOM (*Feb. 2020, Mexico*)

→ Natural Language Processing course. (*Feb - Junio 2020, Mexico*)

→ Bioinformatics course at ESCOM (*current, Mexico*).