Andrea Valdez

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EDUCATION

Tecnológico de Monterrey, Monterrey, México

2024 - 2028

B.S. in Computer Science

- Academic Achievement Scholarship
- GPA (95/100)
- Courses: The Complete Python Pro Bootcamp, Interactivity with JavaScript, Build Responsive Real-World Websites with HTML and CSS

Honorable Mention for Excellence

PrepaTec Garza Lagüera, 2024

EXPERIENCE

Edumakers at Tecnológico de Monterrey

January 2025 - Present

- Developed a Python-based software that converts text into Braille STL files for 3D printing, enhancing accessibility in
 education.
- Implemented data processing algorithms to convert alphanumeric text into Braille symbols, ensuring compliance with standard Braille dimensions.
- Created an automated pipeline for STL generation using NumPy-STL and Pandas, optimizing data handling and 3D model creation.
- Designed a modular system that allows users to generate custom Braille and text plates with personalized dimensions.
- Project inspired by collaboration with Wake Forest University and aligned with assistive technology advancements.
- Developed a web platform using React to integrate the Braille text-to-STL conversion tool, making it accessible for any user.

Urban risk mapping using NLP and Twitter Data

February 2025 - Present

- Implemented sentiment analysis enhancements in **Python**, integrating engagement metrics (likes, retweets) to refine tweet impact assessment.
- Expanded the Named Entity Recognition (NER) model in Python (using SpaCy) to include additional location categories.
- Developed **geospatial data processing pipelines** in Python to improve the accuracy of urban risk mapping.
- Contributed to a **multi-layered risk map** for urban infrastructure vulnerabilities in Monterrey, supporting emergency response and urban planning.

Neuma E-Commerce Webpage Development

March 2025

- Developed and deployed a fully functional **e-commerce website** for Neuma, facilitating online merchandise sales.
- Implemented a **secure and user-friendly** payment system, ensuring seamless and reliable transactions.
- Designed an intuitive and responsive user interface, enhancing accessibility and engagement across devices.
- Optimized **performance and scalability** to support future growth and increased traffic.

Coffee Shop Inventory Management in C++

Tecnológico de Monterrey, 2024

- Developed an **object-oriented** C++ program for a coffee shop inventory system, optimizing product record management through class-based structures.
- Designed and documented a UML class diagram to model system architecture, ensuring scalability and maintainability.
- Integrated user input handling and validation mechanisms to enhance system robustness and prevent errors.

Spotify Data Analysis with Python

Tecnológico de Monterrey, 2024

- Analyzed Spotify datasets using Python, using Pandas and Matplotlib for data processing and visualization.
- Developed functions to generate frequency and popularity graphs, **extract key statistics**, and filter tracks by popularity, duration, tempo, and loudness.
- Implemented an interactive program for dynamic data exploration, enhancing analytical insights.

SKILLS AND INTERESTS

Technical: Python, C++, HTML, CSS, MATLAB, Git, Latex, Fusion,

LANGUAGES

Language: Spanish native speaker, English B2, German B1