EDUCATION

Universidad de las Américas Puebla

Computer systems engineer

Expected graduation date: May 2018

Honors program (students with highest GPA)

GPA 9.5/10

MAJOR SCHOOL PROJECTS

Spring 2017	Quiz UDLAP, a mobile app made in swift. Resolve questions about the college, you have four different answers, choose the correct one and continue, if not you lose.
Fall 2016	Develop a mobile app to help the students to take the bus college. Goal: locate the bus station, buses and calculate how long it will take the bus to arrive to get to the nearest station.
Fall 2016	Investigation about education in México using social networks, to this project we extracted information from social network and visualized it to have a conclusion about the topic.
Fall 2015	Develop a mobile app prototype for storytelling with augmented reality. Goal: how to create a story and publish it in a specific place so other people can have access to it.

PERSONAL PROJECTS

02/17 – 07/17	Talk client. Mobile app that connects to talk (social network) server. You can use Talk from your device, post, comment, like, dislike, areas. Made in Ionic.
08/16 – 07/17	Talk. Social network where you can share, comment, post, have your own profile and have friends. The posts are divided by areas. Made in Ruby on Rails.
12/15 – 06/16	Boom (google play app): a game created in Unity. Help young kids to get inside the black hole.
10/15 – 12/15	Exit way (google play app): a game created in Unity. This is a puzzle game where you have to help the character to get out in every level.
07/15 – 09/15	MateFacil (google play app): a game created in Unity for solving Math questions (Addition, subtraction, multiplication and division) with a limit of 5 seconds each. The player needs to select an answer from 4 possible options.

TECHNICAL SKILLS

Programming Languages:
html, CSS, JavaScript 2 year
Unity, C#, Java, Just in Mind 1½ years
Ruby on Rails 1 year
Ionic, python 7 months
Swift 3 months

AWARDS AND LEADERSHIP

- Participation in Event Job Shadow by BBVA Bancomer, spring 2017
- Participation in Invent a New Future Challenge 2017 by 3M, spring 2017
- Microsoft Scholarship, spring 2016
- 1st place in FIE (International Entrepreneurship Forum), summer 2015
- Black belt in Karate-do, fall 2014
- A publication in college blog about augmented reality, spring 2015