



profile

An ambitious and versatile Computer Engineer with expertise in multiple programming languages and technical tools, specializing in Backend and Frontend Web Development, Machine Learning, and Game Development, with a strong foundation in Arduinobased projects. Demonstrated leadership and organizational skills, with a proven track record of winning various awards.

Programming Languages

PHP

C++

C#

Python

Web Development

laravel

CSS SQL

HTML

filament JS

Bootstrap

Game Developer

Unity

C#

Achievements





First place: in the EdTech Innovation Bootcamp at Jo Academy 2024

courses

Arduino

Gained skills in Arduino programming, circuit design, and IoT applications

projects using Arduino IDE and C/C++ programming

Developed electronics

machine learning

Data Analysis and

Completed training in AI, data

analysis, and machine learning using Python, TensorFlow, and scikit learn Applied machine learning

algorithms to real-world datasets for predictive modeling.

Bootcamp Led workshops on design,

EdTech Innovation

innovation, and business model development, emphasizing practical applications

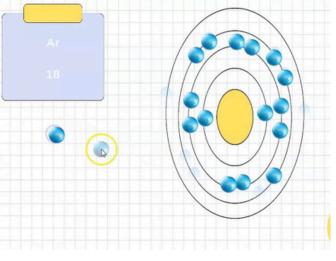
knowledge in real-world projects, fostering entrepreneurial skills in the education sector

Provided opportunities to apply

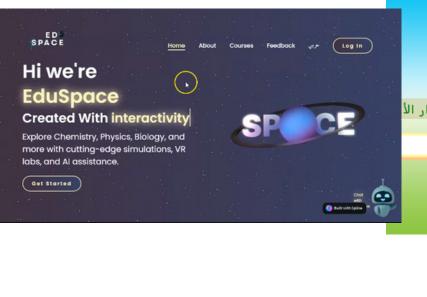
project

EDUSpace platform

An educational platform that addresses the lack of access to practical laboratories through 3D virtual laboratories supported by virtual reality and artificial intelligence. It offers an interactive and safe learning experience with educational games, a rewards system to motivate students, and personalized support that meets their needs.









pass or pass game

sometext









