Carlos Uriel Zamora Ortega

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PROFESSIONAL OBJECTIVE

I am a self-motivated student in the penultimate semester of my bachelor's degree in software engineering, eager to learn and grow in the software development field. I seek opportunities to connect with industry professionals and collaborate on challenging projects that enhance my skills and knowledge. My goal is to apply innovative solutions to real-world problems while continuously improving my technical abilities and contributing positively to a dynamic team environment.

EDUCATION

Bachelor of Software Engineering   **Aug 2020 - Expected June 2025**
Universidad de Colima
Relevant Coursework: Data Structures, Web Development, Database Systems, Software Quality Control, Secure Software Development, Object-Oriented Programming, Human-Computer Interaction.

Front-End Development Bootcamp   **Apr 2022 - Oct 2022**
Dev.F
Key skills: HTML5, CSS3, JavaScript, React, Git.

PROJECTS

Lumina (*Prototype to prevent gender-based violence*)
- Collaborated with a team of six using the SCRUM methodology to design a mobile app that includes a panic button for assistance in cases of gender violence.
- Developed the signup and profile editing processes, focusing on secure user validation and an intuitive interface.
- Contributed to defining functional and non-functional requirements, as well as UI/UX design.

EmoIQ (*App for improving emotional intelligence*)
- Designed a mobile application aiming to help users develop emotional intelligence through educational content and practical exercises.
- Created a prototype in Figma and conducted usability testing using the System Usability Scale (SUS) with five participants to gather feedback and refine the design.
- Focused on user experience by creating an intuitive interface and vibrant color palette while following WCAG guidelines for improved accessibility.

Oh, my deer (*2D Adventure Game*)
- Implemented gameplay mechanics, graphics, and audio, creating an immersive experience.
- Performed two gameplay surveys to evaluate functionality, usability, and user experience.
- Incorporated "fear appeal" as a persuasive technique to raise awareness about illegal hunting and its consequences on endangered species.

SKILLS

Technical skills
- Languages: JavaScript, HTML, CSS, MySQL, Python, C++, Java.
- Tools: React.js, MongoDB, Git/GitHub, Docker, Node.js, Express.js, Flask, RESTful APIs, Bootstrap, Tailwind, Figma.

Soft skills
Problem-solving, critical thinking, attention to detail, adaptability, open-mindedness.

LANGUAGES

- **Spanish**: Native
- **English**: Proficient