María Carolina Ahumada Padilla

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EDUCATION

Engineer in Computational Technologies,   May/2023
Tecnológico de Monterrey, Guadalajara, Jalisco   Grade: 93/100

> **Relevant Courses:** Data Structures and Fundamental Algorithms, Object Oriented Programming, Software Requirements, Modeling of minimal systems and computational architectures, Implementation of Internet of Things, Software construction and decision making

SKILLS

- **Operating Systems:** Windows, Ubuntu.
- **Technical Skills:** C++, Python, MATLAB, Microsoft Office, Zoom, Unity, Kotlin, HTML, JavaScript, SQL

WORK EXPERIENCE

Functional Validation Intern, Intel   Sept/2021 - now

- Testing in PCIe using SVOS, PythonSV

RELATED EXPERIENCE

Computational thinking for Engineering, Personal Project   Sept/2019

- Developed an educational game utilizing Python for a Computer Science course project to increase the average cognitive intelligence for children in Mexico. The game was an inquiry and answer-based game, if the correct answer was selected you could get extra points in a pair rapid minigame.

Object Oriented Programming, Personal Project   May/2020

- Modeled a Streaming Service platform utilizing C++ inheritance and polymorphism for an Object-Oriented Programming course.

Internet of things Implementation, Group Project   Oct/2020

- Built an automated hand sanitizer dispenser that measures temperature and according to results will accept or deny entrance to a room. The information is uploaded to a data base and is organized by categories. This all with the purpose of creating a smarter campus.

Software Construction and Decision Making, Group Project   Apr/2021

- Worked in a team to design a hiring tracker for a company using Scrum Methodology. The app was created with the following programs: the database in SQL, the server with Node JS, and the format of the app with HTML, CSS, and JavaScript. The finished app shows the progress of the candidates and their hiring information.

Network Security and Software Systems, Group Project   Nov/2021

- Created a mobile application for Jalisco's Food Bank. The app was created to show information about the Food Bank and its location using Google Maps API. The app was developed using Kotlin, XML, Firebase