

# Isaias Carrera Ventura

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## EDUCATION

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### High School

Study period:

*Universidad del Valle de Puebla*

**2007-2010**

### University

Career:

Study period:

*Benemérita Universidad Autónoma de Puebla*

*Computer Science Engineering*

**2011-2017**

## MY PROJECTS

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### Fun Fun

2016-2017

*A mobile app where you can find nearest parties around you.*

- It is a mobile application where users can find parties, organize event, and attend to them.

### Paragraph

2016-2017

*A mobile app that connect people who want to share their books without paying for one.*

- It is a mobile application where users can find books from anywhere in the city, based on their location and their preferences to be able to exchange them, in a simple, friendly and effective way.

### Speaking Glove

2014-2017

*A IoT glove that translate from sign language to Spanish by a mobile application*

- Speaking Glove is a technological tool, consisting of a glove and a mobile application that allows communication in people with motor and speech problems, such as dysarthria.

### Mapping and topological localization using an unmanned aerial vehicle

2016-2017

*Mapping and topological localization using an unmanned aerial vehicle*

- Semantic mapping is an area of research in growth, this is considered essential in the new applications with autonomous vehicles, both aerial and terrestrial. The growing interest of the community in these areas is aimed at a more robust operation in unrestricted environments since most of the work has been carried out in controlled or supervised areas.

## SKILLS

**PROGRAMMING LANGUAGES**

- Java
- Swift
- JavaScript
- PHP
- C/C++

**TECHNOLOGIES**

HTML, CSS, JQuery, Bootstrap, SQL, Git, Android SDK, iOS SDK, UML.

**AWARDS**

- 1st Place at FEPRO Advaced Hardware (2014) Puebla, Mexico.
- 1st Place at TuAPP Santander Category (2014) Santiago, Chile.
- 2<sup>nd</sup> place at Proyecto Multimedia Robotics Category (2014) Guadalajara, Mexico.
- 1<sup>st</sup> Place at FEPRO Internet of things (2015) Puebla, Mexico.
- 1<sup>st</sup> Place at Proyecto Multimedia Robotics Category (2015) Guadalajara, Mexico.
- 1<sup>st</sup> Place at FEPRO Mobile Application Development (2016) Puebla, Mexico.
- 1<sup>st</sup> Place at Creatón Mobile and Web Developmet Hackaton (2016) Puebla, Mexico.
- 3<sup>rd</sup> Place at Robotics Competition (2016) Puebla, Mexico.
- 2<sup>nd</sup> Place at TuAPP (2016) Aguascalientes, Mexico.
- 1<sup>st</sup> Place at Puebla App Innovation México (2017) Puebla, Mexico.
- 1<sup>st</sup> Place at Foreign Category EXPO RECERCA JOVE (2017) Barcelona, Spain.

## WORK EXPERIENCE

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### **BUAP LOBOBICI**

Puebla, Puebla

México

*Software developer*

2014-2015

- A loan bicycle system was developed and implemented.

### **Atombits**

Puebla, Puebla

México

*Android Mobile Application Developer*

2015-2016

- *Android applications were developed for different type of clients, using only native technologies.*

### **BUAP-FCC**

Puebla, Puebla

México

*Android Mobile application instructor*

2015

- A course was given in my university, about mobile android application development, from basic concepts to advanced features in Android.

### **BUAP**

Puebla, Puebla

México

*Mobile application developer*

2015- 2016

- The official university mobile application was developed, for iOS and Android

**Universidad de Cantabria**  
Santander, Cantabria

Spain

*Assistant researcher and mobile application developer*

2016

- Different technologies solutions were investigated using technology of radio frequency and proximity, and its different variants in the integration and migration to the mobile system.

**Freelance**

Puebla, Puebla

Mexico

*Mobile Developer*

2017-2018

- I started to work for with small companies helping them to develop their own apps, developing 16 mobile applications either in iOS and Android, throughout this process I learned different technologies and ways to develop fast, efficient and better apps.