

Diego Alejandro Delgado Gontes

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EDUCATION

Tecnológico de Monterrey

BSc. Computer Technologies Engineering

Guadalajara, Mexico

Aug. 2023 – Present

PROJECTS

Informational website for high school

HTML, CSS, JavaScript

May 2022

- Developed a website that describes a high school, its technical careers, history, and general information.
- Included a real-time clock made with JavaScript on the homepage, descriptive images, and navigation links to different sections.

Las Aventuras de Turín

Godot (2D)

August 2024

- Developed an indie 2D video game where a penguin traverses a map full of obstacles and enemies.
- The game includes animations, background music, sound effects when collecting items, and a parkour mechanic for running and jumping through platforms.

Car Inventory and Sales Tracking System

Python

October 2024

- Developed a system to manage inventory and sales, allowing users to register sales, new product arrivals, check inventory, and generate sales reports for selected vendors.
- Advanced features included a seller ranking and a report of the best and worst-selling items.

Mini-programs in C

C

February 2022

- Created several small programs in C, applying fundamental concepts of structured programming.

SOFTWARE AND TOOLS

Programming Languages: Python, C, C++, HTML, CSS, JavaScript.

Development Tools: GitHub, VS Code, Visual Studio, MATLAB, Godot.

Design and Multimedia: Figma, Canva, LaTeX, Markdown.

LANGUAGES

Spanish: Native

English: Advanced