Diego García González

Computer Science Engineering 5th Semester | [diegogarciagzz (Diego García González)](#)
8122099357 | [Diego.Garcia.Gzz@outlook.com](#) | [www.linkedin.com/in/diego-garcía-gonzález-15a36a297](#) |
Monterrey, Nuevo León - Dual Mexican and American citizenship (Open to relocation)

PROFESSIONAL SUMMARY

Computer Science Engineering student with a 97.6 GPA, passionate about software development, educational games, and emerging technologies. Experienced in full-stack web development, object-oriented programming, and large-scale data analysis. Active student leader, certified peer mentor, and participant in social impact and high-level tech projects.

EDUCATION

Tecnológico de Monterrey, Campus Monterrey   **August 2023 - June 2027 (Expected)**
Computer Science Engineering | Academic Excellence Scholarship | GPA: 97.6
Relevant coursework: Data Structures and Fundamental Algorithms Programming (TC1031), Object-Oriented Programming (TC1030), Software Requirements Analysis (TI1015), Computational Thinking and Programming (TC1029), Software Construction and Decision Making (TC2037)
Academic distinctions: Top 1% of students with outstanding trajectory in the School of Engineering and Sciences (EIC) 2023 and 2024, First generation of student leaders initiative in the School of Engineering and Sciences (EIC).

PROFESSIONAL EXPERIENCE AND LEADERSHIP

President of SEITC (Student Society of Computer Science Engineering)   **June 2025 - Present**
- Lead academic events, technical talks, and student representation in Computer Science related matters.

President of AJETEC Student Group   **February 2024 - June 2025**
- Lead and organize activities, workshops, and events to promote interest in chess.
- Coordinated club participation in interuniversity events and collaborated with other student groups to create an academic support network.

Peer Mentor   **February 2024 - Present**
- Guided first-year students in their university adaptation.
- Completed the Peer Mentoring diploma program at Tecnológico de Monterrey consisting of 3 courses.
- Earned a formal badge in recognition of successfully completing the full mentoring certification

PROJECTS

AwaQ Tech – Sistema de Biomonitoreo Ambiental (2025) - Collaborated with the NGO AwaQ to develop a complete digital solution consisting of a responsive web platform and an educational video game. The web application, built using HTML, CSS, REST APIs, and MySQL, allows registered biomonitors to view, submit, and manage ecological reports while ensuring data privacy and user control. The Unity-based video game simulates the environmental data collection process through interactive missions, explorable zones, and score-based feedback. My role included leading the team during sprint execution and contributing to both backend and frontend development, user logic, and system architecture.

Datathon CrediFiel (2025) - Participated in a large-scale data analytics challenge involving over 15 million credit records across multiple tables. Using SQL and R, we designed an intelligent collection strategy that prioritized debt recovery while minimizing associated commission costs. The analysis included client segmentation, delinquency pattern visualization, and criteria modeling. I contributed to data processing, statistical analysis, and strategic justification.

HackBITS (HackMTY 2024) – Habit tracking application developed in Oracle APEX. **Main features:** Habit listing with edit/delete options, New habit registration with custom details, Daily tracking to mark completed habits, Calendar views for progress analysis, Interactive graphs showing habit progress across various timeframes. Designed the data architecture and participated in implementing core functionalities using Oracle APEX, HTML5, CSS3, and SQL.

Streaming Service Simulation – Program developed in C++ using object-oriented programming that simulates a movie streaming service. Designed and implemented the object-oriented model, applying advanced concepts such as inheritance, polymorphism, and class composition.

SKILLS AND LANGUAGES

Languages: Native Spanish, English C1 Pearson
Software: Intermediate Solidworks, Advanced Github, Advanced Office 365, Advanced Oracle APEX, Intermediate Rstudio
Technical skills: Python, C++, Java, HTML5, CSS, R, Git, data structures and algorithms, object-oriented programming

EXTRACURRICULAR ACTIVITIES

Member of Tec de Monterrey Chess Representative Team   **August 2023 - Present**
- **Notable achievements:** National Team Runner-up 2024, with recognition as "Best Individual Board", CONADEIP National Runner-up 2024 classical modality, 3rd place in the CONADEIP National Team Tournament 2023 and 2024, Blitz modality. 4th place in the CONADEIP National Tournament 2023, classical modality
- Development of strategic skills, concentration, and decision-making under pressure