**Gerardo Galván Olvera**

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**BRIEF**

Computer systems Engineer. Computer Scientist. An upcoming student and developer who’s main passion is information problem solving. Experience with competitive programming, algorithms theory and technology projects. Growing experience with production environments.

**EXPERIENCE**

8/17 – present **Sadeira S.A. de C.V. :** Developed front-end React for project’s web app. Developed server API based on node and Firebase cloud functions for populating Firebase Firestore with client data. Currently working on ReactNative app development with published app on Play store and App store.Team of three.

6/17 – 7/17 **JMM Manufacturas S.A. de C.V.** : Process automation: Developed a custom Excel VBA based system to integrate vehicle fleet data from independent fuel consumption and GPS tracking web-based systems.

4/16 – 9/16 ,11/16 – 6/17 **E-Hawk Systems**

Database engineering: Database migration automation and database design. Developed an ad-hoc tool for specific database migration for MySQL and SQLServer using PHP and EXTJS.

JavaScript ExtJs - PHP - MySQL Developer and Debugger. Debugged and optimized entire modules of main project. Developed software for main project. (redesign and update of ERP-Like Software).

**EDUCATION**

Instituto Tecnológico y de Estudios Superiores de Monterrey Campus Estado de México

Ingeniería en Sistemas Computacionales (7th Semester) 94/100 Average Score.

Instituto Tecnológico y de Estudios Superiores de Monterrey Campus Estado de México Preparatoria Bilingüe

**SCHOOL PROJECTS**

2018 Currently doing a machine learning research stay (decision tree – pattern extraction) in school’s research group using C# based platform.   
Developed cloud-based native Android and iOS app for mobile development class.

2017 Developed an android game using Java LibGDX (team of 5):

* + 1. github.com/kevinwkt/goBack
    2. play.google.com/store/apps/details?id=mx.itesm.goback

Algorithms Class: Developed a dictionary data structure using a 2-3 Tree implemented on Java.

Computational Mathematics Class: Developed small python library for simple Finite Automata processing.

1. Developed a LAN message chat application using Java (team of three).

Databases Class: developed a CRUD web app system for the database we designed for a humanitarian organization (team of two) using a PHP-based app framework.

1. Developed a Unity 3D demo focused on interactive design using Unity’s C#

Programmed and built an Arduino and Lego based line follower robot.

**AWARDS AND LEADERSHIP**

* AESC (Campus Computer Science Student Association) Chair Member
* Top Tec Programmer Oracle Cup 2017 Coding Competition rank #21
* 1st place “AI For Strategy Games” contest “Semana i 2016”
* 1st place “Concurso de Programación” programming contest “Semana i 2016”
* Model United Nations Organizing “Office for Outer Space Affairs” Committee President

**EXTRACURRICULAR ACTIVITIES**

* ACM ICPC Coding Competition México & Central America region 2017 finalist team (of three).
* Hack MTY 2017 Hackathon: Developed a prototype of a web-based educational project for beginners to learn learning basics about genetic algorithms using Python, Ruby on Rails and JavaScript Phaser on a (4 member team): github.com/IanNS333/HackMTY2017

**LANGUAGES**

Spanish: (native), English: Cambridge FCE, TOEFL ITP (670/670pts)