Jeisson Esteban Garcia Cano

Systems and computer engineer in training

PROFILE

Final semester Systems and Computer Engineering student with knowledge of various programming languages such as Java, Python, C/C++, C#, JavaScript, and Database as MySQL. He is characterized by his great capacity for analysis, responsibility, and adaptation. He is committed and disciplined with what he does. His areas of interest are data analysis, development, video games and artificial intelligence.

EDUCATION

Jan 2018-   **EIA university**
Systems and computer engineer

PROJECTS

2018-2018   Java game development

Greenfoot framework was used, the game consisted of a sheet of paper as an infinite world and avoiding obstacles, in addition to seeking to develop motor skills with inverted controls.

2019-2019   Smart door based on C and Python

Domotics applied to a Door that upon detecting the house owner biometric data and allowed access or not.

2020-2020   Java and MySQL game development

Android studio platform was used, a mobile application was started that would teach various topics while playing.

2021-2021   Django and React web application

A web application that sought to provide psychological help to users and using artificial intelligence to detect and predict depression, anxiety or bipolar.

2021-2021   Flask web application development

A web application that allowed the user to get mathematical operation answers efficiently, in addition to applying unit tests and automating it.

CONTACT

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jeissongarciacano

Jeisson Cano

LANGUAGES

Spanish   ● ● ● ● ●
English   ● ● ● ● ●

SKILLS

Adaptability   ● ● ● ● ●
Java   ● ● ● ● ●
JavaScript   ● ● ● ● ○
C   ● ● ● ● ○
MySQL   ● ● ● ○ ○
Python   ● ● ● ○ ○
Git y GitHub   ● ● ● ○ ○
C++   ● ● ○ ○ ○
C#   ● ● ○ ○ ○
HTML y CSS   ● ● ○ ○ ○

CODE EDITOR

VS code   ● ● ● ● ○
Eclipse   ● ● ● ● ○