Jesus Montero

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Education

Northwestern University, Evanston, IL   June 2024 (Anticipated)

Bachelor of Science in Computer Science

Skills

Computer: Python, C, C ++, x86-64 Assembly, Racket, MATLAB, Adobe Photoshop, Microsoft Office
Language: Fluent Spanish

Experience

Northwestern Formula Racing, Evanston, IL   October 2021 - Present

• Student-led club that designs and coordinates the construction of all significant portions of a Formula One race car to face-off against other universities in an annual competition.

• Within the electronics department, I oversee the completion of the harness which involves assessing RapidHarness schematics of the vehicle, manufacturing wires, and routing the web of cables to connect all critical components, including the dashboard, sensors, and processing modules.

• Dedicating an average of 4-6 hours per week and collaborating with about 150 members, I am continuously challenged to quickly learn distinct skills to complete my assignment thoroughly.

Fundamentals of Computer Programming II Course – Final Project, Evanston, IL   March 2022

• Programmed a replica of the mobile game Fruit Ninja in the GE211 game engine using C ++, constructing all the individual segments including the controller, the interface, and the view.

• In collaboration with a partner, we planned and distributed the distinct sections based on individual ability and we learned how to simultaneously program via the GitHub interface.

Design Thinking and Communication Course, Evanston, IL

Client: Mrs. Heather Usher - Shirley Ryan AbilityLab   January 2021- March 2021

• Designed and prototyped a cueing mobile app with MIT App Inventor to aid in the recuperation of people with hemiplegia by signaling them when their standing position was suboptimal.

• Served as the team leader of three fellow students to organize and divide tasks for a research paper, prototype testing, presentations, and communication with the client and the instructors.

SMU Lyle Engineering Camp, Dallas, TX   July 2018

• Fabricated a baby monitoring system prototype to alert parents through a smartwatch interface in a three-member group and presented our final concept to instructors and department supervisors.

• Introduced to the four pillars of engineering by completing training in CAD, Java, and soldering components to a PCB.