

Education

Universidad de Colima | Telematics faculty

2020-2024(Expected)

• Major: Software engineering

• Minors: Graphic design, 3D modelling, HCl Design, Design and evaluation of user

interfaces.

• Courses: Software modelling and analysis, Software design, Web programming, App

programming, Video game development, Data bases, Usability testing.

Colegio Nacional de Educación Profesional Técnica Vocational career

2016-2019

• Program: Bachelor's degree in computer science

Experience

Human-Computer-Interaction Lab | Universidad de Colima

2023

• Actibisor: User case developer, Wireframe designer and Frontend Developer.

Activisor is a digital platform specifically designed to promote literacy among

deaf individuals.

Activities

OKSEF Turkey (Worldwide science fair finals)

2019

• Result: Gold Medal (First place).

• Category: computer science and math.

INFOMATRIX Latin America (Continental science fair)

2019

• **Result:** Platinum Medal (First place).

• Category: Software and video game development.

Skillset

Design tools: Figma, Miro, Axure RP, 3D Studio Max, Blender, Balsamiq, Unreal Engine, Godot

• Research: User interviews, Usability testing, Journey mapping, User cases.

• Coding: JavaScript, Html, CSS, AngularJS.

• Languages: Spanish (Native), English (Native)