

Luis Cano Irigoyen

Objective

Computer Science student and developer looking forward for opportunities related to Artificial Intelligence / Neural Networks, and web or app development, looking forward to make innovative products with positive impacts in the world.

Relevant skills and tools

Languages

Spanish: Native

English: Professional working proficiency

French: Elementary proficiency

Skills

- Data Analytics
- Digital Marketing
- Project Management
- Artificial Intelligence
- Neural Networks & Machine Learning
- Web applications
- Object Oriented Programming
- Market Research
- SEO & SEM
- Writing
- Front-end and Back-end Development
- Game Development
- UI/UX
- Colaborative Projects

Programming Languages and Tools

Python	Unity
C++	Google Ads
C#	WordPress
SQL	GitHub
Node.js / React.js	MATLAB
HTML5	Figma
CSS3	Arduino IDE
R	Excel
Packet Tracer	NetLogo

Creative front-end and back-end developer with work experience in web development –making and designing sites for multiple companies and university groups–, in online marketing –being proficient in Search Engine Optimization and Search Engine Marketing–, and in app development –working with React, Unity and Android Studio to develop UI/UX layouts, functions, features as well as game mechanics.

Experienced as well in teaching –having taught programming courses for younger students in two occasions.

Throughout my studies have also worked in multiple projects with other large companies ranging from developing apps, APIs, neural networks, web pages, databases, games, project planning (SRS) and software.

Education

BSc in Computer Science — currently enrolled

Tecnológico de Monterrey

Monterrey, Nuevo León, México Expected Graduation year: 2023

International Baccalaureate Diploma

Liceo de Monterrey Centro Educativo

Monterrey, Nuevo León, México

Graduation year: 2019

Experience

Digital Analyst

[Forte Industria](#) & Cocina del Chef // May 2021 – Present

- I currently work as a Digital Analyst, Web Developer and SEO Analyst at Forte Industria—an online retailer of industrial machinery—and at Cocina del Chef—an online retailer of kitchen related products.

Unity Developer Internship

[Gamejam](#) // Jun 2021 – Aug 2021

- Implemented UI/UX layouts from Figma into a now published Unity Game.
- Developed an idea/brief into a game prototype, creating: Player mechanics, Enemies AI, Obstacles and interactions with them, Editor Tool for Level Building.
- Worked with a large team providing ideas for others and implementing received feedback into my own projects.

Web Developer & Marketing Analyst

[Pixelwork Agencia Web](#) // Jul 2019 – Apr 2021

- Utilized WordPress for building company websites.
- Worked with Ahrefs and Yoast to increase with success the organic traffic value of multiple domains, as well as making their websites healthier (less errors and increased quality).
- Created and Managed multiple Google Ads campaigns.

Contact information

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Find me at:

[Website](#) [LinkedIn](#)

[GitHub](#)