Diego Alejandro Torres Cruz

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EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Monterrey

Graduating in June 2023

94 /100

Bachelor of Science in Computer Science and Technology Engineering

RELEVANT COURSES

Object-Oriented Thinking

2019

Basics of OOP

Learned about class design and definition, objects, and its applications.

96/100

- Made a calendar/agenda involving classes and objects.
- Applied these concepts in a real-world problem involving a saturated airport in Mexico City where you could manage flights and its passengers.

Object-Oriented Programming

2020

More OOP concepts

Learned about polymorphism, inheritance, overloading operators, and exceptions.

100/100

- Made ladders and snakes game involving polymorphism and inheritance.
- Applied overloading operators and exceptions to my existing game.
- Modeled a video streaming platform that contained series, episodes, and movies using all of the concepts I learned.

MAJOR PROJECTS

Itos Go (Web application)

2020

2020

Delivery service webpage for a local dry cleaner

- Lead a team of 3 developers including me.
 - Front-end updates on an existing project.
- Redesigned the front-end using Figma.
- Implemented the new changes using HTML and CSS.

SALED (Web page)

Webpage to help law bachelors know upcoming events and important announcements

- Designed and implemented the front-end using HTML and CSS.
- Implemented a responsive navigation bar using JS.

SKILLS

PROGRAMMING LANGUAGES

TECHNOLOGIES

Worked with: C++, Python, MATLAB

HTML, CSS, Git, Github

AWARDS

ONLINE COURSES

Participation in Top Teen Programmer at ITESM (2020)

Learn C++ (Codecademy certificate given on January 1, 2020) Python for Everybody Specialization by Michigan University on Coursera