

Gabriel Ernesto Mujica Proulx

Engineer in Computational Technologies

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EDUCATION

Computational Technologies Engineer, *Tecnológico de Monterrey, ITESM*

(Estimated Graduation: June 2026)

- **Current Average:** 97% (4.0 GPA equivalent)
- **Relevant Coursework** (avg %): Electromagnetic System Modelling (97), Data Structure and Algorithm Programming (100), Statistical Analysis (99), Software Development and Decision-Making (97).

International Baccalaureate (IB), *CIDEB, UANL*

(Aug 2019 – May 2022)

- **Final Score:** 37 (45 max.) – Honor Roll Mention for High Score
- **Relevant Activities:** English with a focus on Literature (7/7), Creative, Active, and Social (CAS) activities including social service and club leadership.

EXPERIENCE

Software Engineer Intern – *Tecnológico de Monterrey (MiTec)*

(Aug 2024 – Nov 2024)

- Support in the design, maintenance, and development of the official university web page, a platform utilized by more than 100,000 users, including students, professors, faculty, parents and associates.
- Implementation of petitions from administrative staff utilizing **HTML** and JavaScript, with the **Bootstrap** framework, guaranteeing proper functionality and on-time updates.
- Collaboration with the development team, including improvements to the platform's UI and optimization of its performance across all platforms.

CMI Analytics Intern – *Heineken México*

(Jan 2025 – Present)

- Developed data structures and implemented **Python**-based scripts to process large volumes of information for the marketing team, ensuring data accuracy and efficiency.
- Automated key processes and created interactive dashboards in **Power BI** to streamline operations and support the transformation initiatives of the Consumer and Market Insights (CMI) department.
- Collaborated with cross-functional teams to enhance data-driven decision-making through optimized analytics workflows and visual insights.

PROJECTS

Quality Assurance Mobile Application – *Tecnológico de Monterrey (ITESM) | Whirlpool*

(Mar 2024)

- Led the **mobile application** design and development for a quality assurance team.
- Integration with a database and an API to handle data was successfully implemented by utilizing tools like React and **HTML** for web development and Microsoft SQL Server.
- Developed with **Unity**, utilizing C# and reached compatibility with Android devices.

Museo del Papalote App – *Papalote Museum Monterrey*

(Sept 2024)

- Led the development of a mobile application in Swift designed to enhance the visitor experience by offering interactive and informative features to complement their museum tour.
- Acted as SCRUM Master, responsible for orchestrating the development process, delegating tasks among the team, and ensuring timely delivery of milestones throughout the project lifecycle.

KEY SKILLS

Languages: Spanish (native), English (native), and French (Basic Proficiency)

Software: Unity, Microsoft SQL Server, Microsoft Office, C++, Python, Canva, Javascript, HTML, Swift, C#, MATLAB, Bootstrap

Soft Skills: Public Speaking, Teamwork, Interpersonal skills, Event Logistics, Critical Thinking

EXTRACURRICULAR ACTIVITIES

Logistics Coordinator – Rocket Hackathon by Digital Hub and Arca Continental
(June 2024)

Co-founder and President - RISE Business & Entrepreneurship Club (CIDEB)
(Jan 2021 - May 2022)

CERTIFICATIONS

Artificial Intelligence Fundamentals – IBM Skillsbuild
(Oct 2023)

Agile Methodology Explorer – IBM Skillsbuild (Mar 2024)