

Mariana Islas Mondragón

✉ marianaislasm2004@gmail.com ☎ +52 (662) 165 4217 🌐 GitHub 🌐 LinkedIn

EDUCATION

B.S. in Computer Science and Technology

Instituto Tecnológico de Estudios Superiores de Monterrey (2023-2027) || Grade Average: 97.8

PROJECTS

Software Construction and Decision Making - HTML, React, TypeScript, CSS, Vite

Spring 2025

- Developed a functional physics simulator with a group of eleven Software Engineering students. The webpage features user authentication with database integration, a physics-based vehicle simulation, role-based login and tracking of student stats. Implemented full-stack functionality with backend-frontend communication.
- Contributed to documentation, frontend development, user interface design, bug fixing and testing. Implemented several features such as a historical data page with CSV export and functional parameter settings using sliders and input fields with validation to prevent values outside of permitted ranges.

Internet Of Things - Arduino, HTML, CSS, JavaScript, MySQL, PHP

Fall 2024

- Developed an IoT Dashboard with a group of four Software Engineering students to monitor a refrigerated container's sensors. The database stored user login credentials and sensor data. The webpage featured secure login authentication, a dashboard displaying sensor data and a deployable sidebar for navigation.
- Contributed to documentation and full-stack development. Designed the webpage and prototype. Designed and implemented the database. Programmed login page with access control and integrated an alarm notification system on the dashboard. Conducted sensor testing and ensured system functionality.

Collaborative RPG Videogame Development - Gamemaker, GML

Fall 2024

- Developed and showcased a Role-playing Game called "Leyendas del Sol" with a group of six Engineering students within a span of two weeks, featuring innovative gameplay mechanics, original art, dialogue-based interactions, interactive objects and an inventory system.
- Contributed to programming character movement, object interactions and dialogue display. Researched and wrote the narrative. Created concept art, designed the characters, colored and animated the character sprites. Built the main room and added props to enhance user experience.

Computational Thinking and Programming - Python, C++, File Handling

Fall 2023

- Developed a Community Kitchen Management System with a group of three Software Engineering students for viewing inventory and activity. Enabling inventory and activity management and tracking of consumers and donors. Implementing a file handling system for inventory management and a command-line menu.
- Contributed to documentation and programming. Designed the class diagram. Implemented key classes and functions, including user management and inventory system.

EXPERIENCE

Information Technology Specialist - Global Staffing Partners

April 2025 - Present

- I provide technical support focused on the administration of Microsoft 365, Microsoft Intune, and mobile device management (MDM). My responsibilities include user configuration, license assignment, and the implementation of security policies from the Microsoft 365 Admin Center.
- I also offer remote assistance to users experiencing issues with their devices, accounts, or applications.

SKILLS

Technical Skills:

- Programming Languages: C++, Python, TypeScript, JavaScript, MySQL, and R.
- Web Development: HTML, CSS, React, and Bootstrap.
- Design: Figma, Canva, Wordpress, and Wix.
- UX/UI: Wireframing, Prototyping, User Research, Design Thinking, Visual, Motion, and Responsive Design.
- Version Control: Git and GitHub.

Languages:

- Spanish (Native), English (C2 - Proficient).

ASSOCIATIONS & COMPETITIONS

- **President of Girl Up:** Student group that focuses on girl-centered leadership and equity for girls and women.
- **Member of SEING** (Student Society of Engineering).
- **Co-Organizer, Ludic Jam 2025:** Hackathon focused on videogame development highlighting Sonora's culture.
- **Instructor, Patrones Hermosos 2025:** Delivered HTML courses aimed at empowering young women in STEM.
- **Staff, Patrones Hermosos 2024**
- **Staff, EIT Conference 2024:** Engineering conference organized by SEING (Student Engineering Society).
- **Mentor in PEERS 2024-2025** (Mentorship Program pairing upperclassmen with freshman students in college).