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Personal Objective

I am a university student close to graduating with a passion for the creation of interactive digital spaces. I am currently looking for job internships which allow me to put in practice the skills I have learned during my time as a student, helping a company grow while I acquire relevant professional experience.

Education

Universidad Autónoma de Nuevo León - Facultad de Ciencias Físico Matemáticas

Licenciatura en Multimedia y Animación Digital (Major in Multimedia and Digital Animation)

2021 -

Relevant Courses:

- Web programming
- Data Administration Models
- Object Oriented Programming
- Project Management
- Videogame Scenery
- Videogame Optimization

Abilities

- **Technical abilities:** Microsoft Office, SQL, HTML, CSS, JavaScript, C++, C#, Unity, Unreal Engine.
- **Languages:** Spanish (Native), English (Advances), French (Intermediate)
- **Soft skills:** Team work, adaptability, creativity, proactivity, conflict resolution, detail oriented.

Academic projects

MyBible Base

SQL database oriented to the storage and management of different versions of the bible, facilitating searches of verses or chapters through a Windows Forms interface coded in C#

- Role: Lead programmer
- Utilized skills: MySQL Workbench, Visual Studio.

CyberBlog

Blog web page developed with HTML, CSS and Java Script linked with a SQL database with the functionality of signing up, signing in, posting images and filtering using categories.

- Role: Front and back-end programmer.
- Utilized skills: MySQL Workbench, Apache Netbeans, HTML, CSS, Java Script.

Undead Underground

Unreal engine videogame coded using blueprints.

- Role: 3D modeler, Game designer, Level designer, Gameplay designer.
- Utilized skills: Unreal Engine, Blender.