

## Maximiliano de Mendieta Cavazos

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Portfolio: <https://mdemendieta.github.io/portafolio/>

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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.

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### 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
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### 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.
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### 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.
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