

# Miguel Angel CRUZ REYES

(+52) 2212848351 | [cruzmiguelangel858@gmail.com](mailto:cruzmiguelangel858@gmail.com) | [github.com/nova-cz](https://github.com/nova-cz) | [linkedin.com/in/miguelcr4](https://linkedin.com/in/miguelcr4) | Puebla, México

## EDUCATION

### Benemérita Universidad Autónoma de Puebla (BUAP)

Puebla, Mexico

- **Major:** Computer Science Engineering. *Expected graduation date:* December 2025
- **Cumulative GPA:** 3.9/4.0
- **Relevant Coursework:** Data Structures · Object-Oriented Programming · Advanced Databases · Operating Systems · Cybersecurity · Web Applications · CISO Networking · Robotics · IoT · Artificial Intelligence · Networking · Linear Algebra · Discrete Math.

## EXPERIENCE AND LEADERSHIP

### ICPC

Puebla, Mexico

*Competitive Programming Club, Benemérita Universidad Autónoma de Puebla.*

May 2024 –Present

- Co-founded university ICPC club; teach algorithms and data structures to 15+ students.
- Lead C++ sessions on Dijkstra's, binary search, DFS/BFS, segment trees, and mathematics.

### ROBOTICS FTC

Puebla, Mexico

*Mentor of a robotics team FTC AZTROID (FIRST Tech Challenge)*

June 2022- December 2024

- Instructed students in 3D modeling with Onshape and SolidWorks, mechanics, electronics, and programming in C++ and Java.
- Guided 30+ middle and high school students, strengthening core STEM skills and leading a team.

### Legion Kids initiative

Puebla, Mexico

*Judge and Mentor*

April 2024

- Founded and led Legion Kids, a program supporting children with post-pandemic learning gaps.
- Taught core concepts in math and English, including foundational topics in arithmetic and grammar, to 22 children aged 9–11.

### SAFIRO – Educational Volunteering in the Sierra Norte

Puebla, Mexico

*Math Instructor*

Summer 2022

- Taught math to 30+ children (ages 6–12) across 4 groups in rural, low-resource communities.
- Applied tailored pedagogical methods to build logic, problem-solving, and engagement in learning.

## PROJECTS AND COMPETITIONS

### ExpenseTracker

March 2025

- Built finance app with customizable categories, transaction history, multi-currency support, and secure iCloud backup.
- Built using Figma, Swift and SwiftUI, integrating SwiftUIChecks, Collections, and UIFontIcon for an optimized and refined UI.

### Vetopolis

March 2025 - Present

- Built Vetopolis, a web app that helps users easily find veterinarians and book appointments.
- Developed with Figma, React.js, Node.js, and Firebase to ensure security, scalability, and a smooth user experience.

### Track My Bus

March 2024

- Developed a mobile app providing real-time bus tracking and arrival updates for my university.
- Built with Figma, Dart in IntelliJ IDEA, integrating Google Maps APIs for live tracking.

### Star-Delta Circuit Calculator

December 2024

- Developed a web app with Figma, TypeScript, CSS, and HTML to simplify voltage/current calculations in star and delta circuits.
- Used by Computer Engineering students as a support tool for mastering circuit analysis coursework.

### Algorithm & Data Structure Visualizer

November 2024

- Built a visualizer with Vite and React.tsx for algorithms and data structures.
- Included Dijkstra's and graph traversal to show shortest path logic

### 3D Modeling Manual | Onshape

November 2023 - April 2024

- Built a comprehensive guide to Onshape, covering interface mastery and practical exercises on essential tools.
- Designed a final project to apply and reinforce 3D modeling skills.

### Assembly-Terminal

December 2023

- Built a terminal interface in Assembly to run an interactive Hangman game.
- Used binary and hexadecimal operations for low-level I/O and game logic handling.

## AWARDS

### FEPRO - TrackMyBus

September - 2024

- Participation in the FEPRO programming tournament, **ranked 4th** in the advanced software applications category.
- Participation in the FEPRO programming tournament, **ranked 2nd.**

### Talent Land Hackathon

April - 2025

- Participation in the hackathon in the Capital One track, placing 7th and presenting the proposal with the project **SATelite**.

### First Tech Challenge (FIRST)

2019 – 2022

- Classification to National Robotics Competition, in Torreón, Mexico. **ranked 6th of 30.**
- Awarded the **Control Award** for outstanding participation and performance during the matches.

## SKILLS

### Programming languages and Technologies

**Proficient:** C/C++, Python, JavaScript, Figma | **Intermediate:** Git, Java, React, Go, React Native | **Familiar:** Kotlin, Swift, SQL, Docker, Next.js

**Languages:** Spanish (native)      English (B2+)      German (A1)