Miguel Angel CRUZ REYES

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EDUCATION

Benemérita Universidad Autónoma de Puebla (BUAP)   **Puebla, Mexico**
- **Major:** Computer Science Engineering.   *Expected graduation date: Summer* 2027
- **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 - January
- Active member in the International College Programming Contest (ICPC).
- Mentoring in classes related to algorithms, 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 block-based languages and Java.
- Enhanced students' technical and problem-solving skills through competitive mentorship, guiding a team at the state level.

Legion Kids initiative   **Puebla, Mexico**
Judge and Mentor   April 2024
- Founded and led Legion Kids to support children struggling with post-pandemic learning gaps.
- Taught math and basic English to 22 children aged 9 to 11.

PROJECTS AND COMPETITIONS

Resume Analyzer   ***August 2025***
- Developed to help university students optimize their resumes using AI, improving their chances of securing interviews.
- Built with React, JavaScript, TypeScript, and Tailwind CSS on the frontend, utilizing the Anthropic API (Claude) for AI analysis and Puter.js for cloud file management.

YC Directory   ***July 2025***
- Created a centralized platform for startups and developers to register and promote their projects.
- Developed with Next.js, TypeScript, and Shadcn/ui on the frontend, using Sanity.io as a CMS and MongoDB as the database.

Lane Line Detection   **October 2025**
- Developed a system to detect road lane lines in real-time from video feeds using computer vision, designed as a key component for driver-assistance systems.
- Built with Python, utilizing libraries such as OpenCV for advanced image processing and NumPy for efficient numerical operations.

ExpenseTracker   **March 2025**
- Developed a persqonal finance management app with customizable categories, transaction history, multi-currency support, and secure iCloud backup.
- Built using Swift and SwiftUI, integrating SwiftUICharts, Collections, and UIFontIcon for an optimized and refined UI.

Track My Bus   **March 2024**
- Developed a mobile app providing real-time bus tracking and arrival updates for my university.
- Built with Dart in IntelliJ IDEA, integrating Google Maps APIs for live tracking.

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 Challengue (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 HTML, CSS3, C/C++, Python, JavaScript, TypeScript, React, Next.js, Django REST, NodeJS | **Intermediate:** Git, FastAPI, Angular, Java, ExpressJS. Firebase PostgreSQL, Swift, Figma, Tailwind CSS, Bootstrap, Supabas | **Familiar:** Docker, PHP, OpenCV Appwrite, Sentry

Languages: Spanish (native)   English (C1)   German (A1)