

Ruben Yanez Hernandez | Bachelor in Computer Science

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Projects

Seafox Inventive | Mexicali, Baja California

Software Engineer | 09/2024 - Present

- Developing and managing software for autonomous underwater vehicles competing in the **MATE ROV Competition**.
- Utilizing **Python, OpenCV, YOLO, ROS2, Roboflow, Realsense, C++, and Arduino** to implement **computer vision and machine learning** algorithms.
- Responsible for object detection, real-time data processing, and robotic control to enhance navigation and automation.
- Collaborating with a team of engineers to develop software for underwater robotics.

Foxcoding | Mexicali, Baja California

Web Developer | 08/2024 - Present

- Contributed in the redevelopment of **CETYS Universidad's website**, improving UI/UX and performance for **400+ users**.
- Working in a **14-member** team to optimize front-end and back-end components using **Node.js, React, Tailwind, and TypeScript**.
- Enhancing website navigation, responsiveness, and security to improve accessibility for students and faculty.

NASA Space Apps 2024 | Mexicali, Baja California

Full Stack Developer | 09/2024 - 10/2024

- Designed and implemented a **full-stack application** for the NASA Space Apps Challenge.
- Developed backend APIs and data processing pipelines using **Node.js and Python** to analyze real-world datasets.
- Built an interactive dashboard to present space-related insights, improving accessibility of scientific data.

Education

CETYS Universidad | Mexicali, Baja California

Bachelor of Engineering in Computer Science | 06/2028

- **GPA:** 95%

Skills

- **Programming:** Python, C++, JavaScript, TypeScript, Node.js, Bash
- **Frameworks & Tools:** ROS2, OpenCV, TensorFlow, React, Tailwind, GIT, React Native
- **Soft Skills:** Leadership, Team Collaboration, Communication, Bilingual (English & Spanish)
- **Specialized Knowledge:** Computer Vision, Machine Learning, Robotics, Web Development

Languages

English (Fluent), Spanish (Fluent)