



Sofía Galán

Mechatronics Engineer

August 3rd 1992 - 26 years old

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sofiagalán.com

Hardware Engineering Work Experience

VR3, Hardware Engineer vr3.io

April 2018 - Present

Development of hardware and technology concepts for projects for VR3. The most notable technology project I collaborated was Streetguard. Mexico is one of the countries with more crimes against women, Streetguard's aim is to prevent these crimes using existing technology in cars. Developed the whole hardware system that works with radio frequencies and the car's alarms. Development started on April 2018 and is being continued. streetguard.mx

Smart Impact Hardware Startup Accelerator, Project Manager smartimpact.org

October 2016 - January 2017

- Project manager for the second batch of Smart Impact
- Coordinated planning, marketing and web development for the second batch.

Education

PMI Certificate Workshop

Instituto Tecnológico Autónomo de México - ITAM
May 2016 - February 2017

B.S. in Engineering in Mechatronics

Instituto Tecnológico de Estudios Superiores Campus Ciudad de México, - ITESM CCM
August 2011 - May 2016

Study Abroad Program

Oklahoma State University
August 2015 - December 2015

Languages

Spanish - Native Speaker
English - Bilingual

STEAM Education Work Experience

Sacred Heart Mexico, New Technologies Workshop Teacher

October 2017 - Present

New Technologies Workshop is a technology course held for the high school seniors of Sacred Heart School, an all girl school in Mexico City. This workshop focuses on building confidence in technology and encourage them to pursue a career in STEAM. The workshop is a mixture of app and web coding, Arduino, 3d printing, laser cutting and basic data science.

FAB! Learning México, Project Manager and CEO

January 2017 - March 2018

FAB! Learning México is a non-profit organization based on the successful STEM education project by Paulo Blikstein in Stanford University. The project was brought to Mexico by one his pupils, Nancy Otero and Gabriela Calderón. FAB! mission was to provide quality project based education to kids in need in their high school years.

- Redesign the non-profit identity and branding.
- Designed a small booklet with project based methodology for kids. called FAB! Project Book . - This booklet is based on Stanford University's design thinking class.
- Developed and launched Mini Makers a tech workshop for kids 6 to 9 years old. This program was developed in Mexico City and is based through playing and story telling.
- Project Manager for the FAB! Learning Private Workshop in Museo Tamayo in their education department.
- Project Manager for the 2017 FAB! Learning Public Workshop where we collaborated with a public high school in Mexico City. This project was a collaboration with Tec de Monterrey University.
- Developed and launched FAB! Code a program for video game development for kids 10 to 14 years old with App Inventor 2 by the MIT.

Skills and Software

Web and App Development: Node, CSS, MongoDB, iOS, Scratch

Engineering Software: Matlab, LabVIEW, PLCs, Micro-controladores ATTEL y PIC, Tina Circuit Suite and Proteus.

Design and Film making: Adobe Illustrator, Adobe Premier, Adobe After Effects and iMovie,

Rapid Prototyping: Laser cutting, 3d printing, CNC milling machine, CNC Lathe

Data Science: R studio

Conferences and Awards

Video Game Development for Girls
Campus Party 2017 - Guadalajara Jalisco

BBVA Hackathon CISCO Winner - 2018
Mexico City

BBVA Hackathon Data Science for SMEs Winner - 2018
Mexico City