Carlos Daniel Aguilar Dominguez

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Github • LinkedIn • Portfolio

Education

Tecnologico de Monterrey University   Cuernavaca,Mor

Bachelor (B. S.) of Computer Science and Technology [3.71 GPA]   Expected July 2026

Relevant Coursework: OOP, Mathematics and Data Science for Decision Taking, Analysis of Computational Biology, Calculus I and II, Differential and Integral Equations, Data Structures, IOT, Functional Programming

Work Experience

Organization: Escuela General Tres Valles, Ver.   Tres Vales, Ver

Position: Teacher   March 21 – April 21

- Led a one-month Python programming course as a substitute teacher, introducing students to fundamental concepts such as loops and conditionals.
- Guided students in developing a dynamic menu for a restaurant using Python in Thonny, reinforcing practical coding skills.
- Adapted to an urgent teaching role, ensuring continuity in learning after the primary instructor fell ill with COVID-19.

University Projects

Organization: Hospital del Niño   Temixco,Morelos

Project: Ticketing System for Hospital del Niño Morelos   October 2024

Position: Android Developer, Back Developer

- Developed a web and mobile tickeing system to streamline issue reporting and resolution for hospital equipment.
- Designed and deployed a MySQL-backed API and web interface using NGINX, enhancing accessibility and data management.
- Implemented an Android application for technicians and administrators, providing a mobile-friendly workflow for ticket handling.

Organization: Aulify   Morelos

Project: Cazador de Errores – Python Learning Game   March 2024

Position: Unity Developer, Back Developer, Front Developer

- Developed an interactive game in Unity to help users improve programming skills through speed and accuracy challenges
- Implemented a public leaderboard and performance metrics tracking, enhancing user engagement and competition.
- Designed a web module for analytics, collecting player statistics and key performance indicators (KPIs) for game retention insights.

Technical Abilities

Programming Languages:	Web & Mobile Development:	Databases:	Tools and Platforms:
- Python	- HTML	- Mysql	- Git (Basic)
- C++	- React	- MongoDB	- Github
- Kotlin	- Kotlin		- VS code
- C#	- Express		- Figma (Basic)