

# VANIA ALEJANDRA ELIZONDO MARTÍNEZ

My goal is to contribute in the creation of a technological future in the area of embedded software.

## CONTACT —



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vaniaelizondo.github.io/ CV/



Monterrey, México

# – SKILLS -

# **Programming:**

C++, Python, Arduino

# Modelling and simulation:

Matlab, R, Unity, LabView, LTSpice, Eagle

# Web development:

HTML, React.js, Git, MongoDB, MySQL

# Languages:

Spanish, English, French, German

#### Personal skills:

Organization, responsibility, leadership, adaptability

#### **EDUCATION**

#### Tecnológico de Monterrey

BS Digital Systems and Robotics Engineering (Overall average: 92) August 2015 – December 2019

#### University of British Columbia, Vancouver

Big data and new technologies in cities June 2019

### **Prepa Tec, Campus Cumbres**

International Baccalaureate (IB) Certificate August 2011 – May 2014

### **EXPERIENCE**

### John Deere – Embedded software internship

September – December 2019

- ✓ Developed Python scripts to automate reports view.
- ✓ Continuous Jenkins support enhancing deployment time. Corrections on pipeline syntax and added feautres such as HTML reports.

### **NEORIS - Back-end development internship**

October 2018 - May 2019

- ✓ Developed mtydigitalhub.com website with React.js.
- ✓ Creation of fields with Strapi and queries with GraphQL.
- ✓ MongoDB continous support.

#### i Semester - Ternium

August – December 2018

- ✓ Electronic PCB design of locator device whose battery lasts up for 2 years using Eagle.
- ✓ Coded WiFi communication protocol for the NodeMCU in Arduino.

# Regnum Christi Coworker in Medellín, Colombia

August 2014 – July 2015

- ✓ Spiritual guidance for female teenagers.
- ✓ ECYD Coordinator responsible of weekly catechism.
- ✓ Social service activities with drug addicts, single moms and the elderly.

# **PERSONAL PROJECTS**

# Compiler

Performs simple mathematical equations developed in Python.

# Digital Control Loop Simulator

Python simulation of a real-time system control.

# Sports Club Reservation Program

C++ object-oriented reservation program.

# Mahjong Game

Introductory game using basic C++ concepts.