Diego Ignacio Núñez Hernández

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EDUCATION

Engineering School, UNAM

2019-present
Intended graduation: May 2024
Current GPA: 3.7 / 4

Bachelor of Science in Computer Engineering
Student of academic excellence. Member of the first generation of the competitive programming club of the Engineering School (CPCFI).

College of Sciences and Humanities, UNAM

2016 – 2019
GPA 3.8 / 4

Technical Degree in Software developer
Did it during high school; learned about the fundamentals of software development.

MAJOR PROJECTS

Flappy Quetzal ➦   2020
Video game
- Based on popular video game Flappy Bird.
- Developed in Java using parallel programming.

External Sorting Program ➦   2020
Program to sort
- Use different external sorting algorithms to sort different kinds of data.
- Developed in Java.

Petagram ➦   2019
Android application
- An Instagram for pets.
- Developed in Java using Android Studio.
- It has Instagram API.

SKILLS

PROGRAMMING LANGUAGES

3 years:	Java, C/C++ (competitive programming)
1 year:	Python
6 months:	Swift

COURSES

Android application development (Coursera)
Basic iOS application development (iOS Development Lab of Engineering School)
Intermediate Python (Lab of Multimedia of the Engineering School)
Java from beginner to advance (Udemy)

AWARDS

Honorable Mention in the XIV Design and construction contest for experimental models and prototypes (2019)
Contestant Google@UNAM 2021 Contest, Top 10 on scoreboard (2021)

TECHNOLOGIES

Linux, Mac OS, Windows, Git, GitHub, XCode, Android Studio, Visual Studio Code, Microsoft Office

LANGUAGES

Spanish (native), English (fluent)