

Carlo Angel Lujan Garcia

COMPUTER SCIENCE STUDENT

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EDUCATION

B.S. Computer Science and Technology (College)

Tecnológico de Monterrey

08/2020 - 06/2024

Zapopan, México

- Linear Algebra, Discrete Math
- Data Structures C++ course.
- C++, Python, R, and MATLAB courses.
- Advanced Programming: C# and Java.

Software Development Technologist (High School)

Centro de Enseñanza Tecnica Industrial (CETI colomos)

08/2016 - 06/2020

Guadalajara, México

- OOP in Java, C# and C++ courses.
- PIC, ATMEGA, C and Arduino courses.
- Databases (SQL and MySQL).
- Android Studio course.
- ASP.NET course.
- Web Programming (HTML, CSS, JS).

PROJECT EXPERIENCE

Sailor+

Facebook

06/2021 - 08/2021

Menlo Park, California, USA

- Created **Sailor+**, a traveling social network application where you can view a map full of **locations**, visit places virtually before you visit them in person, **view pictures** of people around the world, **follow** people, give **"tops"** (a like alternative) to the places and photos you like the most and start **uploading** your own places!
- Implemented **sorting, searching and filtering** algorithms, **API** calls, **Parse, notification system, and implemented a recommendation algorithm based on user interactions.**

Pincident

Google SPS

03/2021 - 04/2021

Mountain View, California. Remote

- Developed a web application to help people feel safe with a comment & review system about the places you visit, using technologies such as **Google places, leaflet, CSS, HTML, JS**, etc.
- I developed most of the back end of the application using **Java Servlets**. The app worked with a **fast and secure connection** with a real-time database using **Google SQL Cloud**, I also worked on a large part of the front-end, using **Javascript, Json, Ajax, jQuery**, and also **designed and coded** most of the final visuals of the web page.

Thorment

Unity 2D Survival Videogame

01/2020 - 06/2020

Zapopan, México

- Survival videogame developed by a team of 5 people using Unity collab.
- The game includes mechanics to build, explore, fight bosses, complete missions, craft items, fight enemies, etc. I coded some of the enemy behaviors, energy & XP algorithms, platform battles, teleporting system, loading screens, NPCs, and more.
- This is my largest project in terms of hours and we used **C# and Unity**. I was one of the lead programmers and also the tester to approve our work.

OSID (Open Source Insulin Dispenser)

Scholarship Project

01/2020 - 03/2020

Zapopan, México

- Hand-made wireless (**Bluetooth+Radiofrequency**) glucometer with a **mobile application**, With the capability to control & analyze the insulin levels of a diabetic person.
- Technologies used: **Bluetooth, Android Studio, Electronics, PCB** incorporation, and **Arduino**. I was the lead programmer for the Android Studio App and developed some of the connections between the components (Bluetooth & Radiofrequency).

SKILLS

Java - C++ - Android - C# - Python - OOP Data Structures - JS - PHP - HTML - CSS SQL Server - MySQL - Firebase - Google SQL Cloud - Git - GitHub - Unity - Visual Studio Android Studio - Google Shell Cloud

WORK/OTHER EXPERIENCE

Facebook FBU Internship (06/2021 - 08/2021)

- Developed 5 Android applications implementing **API calls, Databases, Notifications, Algorithms**, following **coding standards and functional requirements**.
- Contributed using **Git** and **GitHub**, receiving **code reviews**, generating **Documentation, READMEs**, and attending **weekly meetings**.

HACK MTY Hackathon (08/2021)

- Finished an Android **app** to help students communicate and create private or public study groups in different subjects, implementing systems such as **live chat, timer, image uploading, the capability to see notes from your classmates and visiting their profiles**.
- Developed in **24 hours** in a **team of 4 people**, and developed using GitHub.

Google Software Product Sprint Program Participant (Google) (02/2021 - 05/2021)

- Collaborated with a team of peers to design and implement a web application
- Used **Java, JavaScript, HTML**, and **CSS** over the course of **10 weeks**, leveraging various **Google Cloud Platform APIs**, including **App Engine, Datastore, Google maps API, Google Places API, Google Cloud SQL**, and **Firebase**. Also used tools like **Leaflet, bootstrap**, etc.
- Practiced industry best practices such as: contributing to open-source software using **Git** and **GitHub**, conducting **code reviews**, participating in **distributed development**, designing new components and interfaces, and **leading them to completion**.

ACHIEVEMENTS

Semi-finalist

Semi-finalist at the entrepreneurial talent scholarship Bootcamp at Tecnológico de Monterrey, with the OSID project, which was born to help people diagnosed with type 1 diabetes using a glucose mobile system.

Semi-Finalist

-One of the best 12 projects at Talent Network's hackathon final, with the AVO project, which was born to help avocado farmers to understand better their terrains and take care of them.

Honorific Mention

Honorific mention at the Public Education Science Fair in Guadalajara Jalisco (REDIJ de Occidente), with a new transportation payment method for our state buses. "Bienesales Electronicos".

LANGUAGES

Spanish (Native)

Native or Bilingual Proficiency

English (Fluent-Advanced)

Professional Working Proficiency