

Hector Raul Uribe Garcia

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SKILLS

Programming Languages: C, C++, Python, Assembly, C#, SQL, JavaScript, TypeScript
Mobile / Web: React Native, Android Studio
Tools & DevOps: Git, GitHub, Gitea, Visual Studio, LabVIEW, EasyEDA
Hardware & Embedded: Arduino, PCB Design, Circuit Analysis, Embedded Systems
3D / Game Engines: Blender, Unity, Unreal Engine
AI & Data Science: LSTM Neural Networks, Model Training & Validation
Networking: CCNAv7 - Switching, Routing & Wireless Essentials

EDUCATION

Universidad de Guadalajara, Centro Universitario de los Valles (CUValles) Ameca, Jalisco, Mexico
B.Eng. in Electronics and Computer Engineering (Candidate) Expected Graduation, 2026
GPA: 3.7/4.0 (93/100) • Internship in progress (>50% completed) — final requirement for degree conferral

EXPERIENCE

CUValles — VR Mental Health Project Ameca, Jalisco, Mexico
Software Developer Intern 2024 – Present
Contributing to the development of a VR-based therapeutic game using Unity and C#.
Collaborating in a multidisciplinary team following structured software development workflows.
UDG Preparatory School Tala, Jalisco, Mexico
IT Support & Networking — Community Service
Performed preventive and corrective maintenance on computer equipment.
Managed and maintained the school's internet network infrastructure.
contaconta.com Remote
Web Redesign — Freelance
Redesigned company website, improving visual design and overall user experience.

SELECTED PROJECTS

Punto de Venta Abarrotes (“Mi Abarrote”) — Kotlin, Compose Desktop, SQLite
Co-developing a freelance desktop POS system for small grocery stores (abarrotes) with a collaborator.
Integrated barcode scanner, thermal printer, and cash drawer hardware via the ESC/POS protocol; packaged the app with jpackage and bundled SQLite JDBC for deployment.

Leemos — iOS Reading App — React Native
Co-developed a reading application for iPhone; full repository available on GitHub.

Automated Dog Feeder — Arduino, Python, Telegram API
Built an IoT feeding system controlled via Telegram chat commands.