

# Eduardo Tomas Mendoza Sánchez

Electronics Engineer | Full Stack Java Developer |  
UX Designer | Master in Data Science & AI



## Profile

I'm passionate about technology, video games, and the development that goes behind each one. I enjoy being part of a team that allows me to acquire new knowledge and experience for my professional growth.

## Work experiences

### 2021-2022 Junior Project Engineer Peritia Crescere

- Software support in the testing machines of production lines M4940003 and M5420001 at Airtificial company.
- Collaborate with colleagues to fix errors in different test stations on the production lines.
- Assist in material management, documentation, and manuals.
- Deliver progress and results within established deadlines.
- Perform functional testing, software updates, and operation of various test stations on the production lines.
- Contribute to the development of tests and analysis of results.

## Courses and Certifications

- Learn Unity: First Games
- Professional Remote Work
- Essential Scrum
- Emotional Intelligence
- Interpersonal Communication
- Essential User Interface (UI) Design
- Printed Circuit Board (PCB) Designer

## Languages

- Spanish
- English B1

## Contact



[in/eduardoqro](#)



[@Eduardoqro](#)



+52 442 351 1227



[eduardomendozaqro@gmail.com](mailto:eduardomendozaqro@gmail.com)



[Portafolio EduardoDev](#)

## Educations

### User Experience Design

Coursera

January 2023 - April 2023

### Master in Data Science/AI

Dev.F

May 2022 - May 2023

### Full Stack Java Developer

Bootcamp Generation México

August 2022 - November 2022

### Electronics Engineering

TecNM Campus Querétaro

January 2016 - May 2022

## Hard Skills

- Microsoft Office
- Figma /Adobe XD
- HTML /CSS /Javascript
- Java /C#
- Git /Github
- Python /SQL
- Unity

## Soft Skills

- Communication
- Teamwork
- Organization /Leadership
- Attention to detail
- Proactivity