

Andres Manuel Anguiano Peña

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Curious and driven graduate in Physical-Mathematical Sciences, passionate about data, algorithms, and social impact. Actively seeking opportunities to apply my skills, gain hands-on experience, and grow professionally.

Education

Bachelor of Science in Physical-Mathematical Sciences 2019–2025
Focus on Computer Science Universidad Michoacana de San Nicolás de Hidalgo (UMSNH)

Experience & Achievements

ACM Digital Library Publication 2023
Co-authored paper for the CLIHC 2023 design competition See on ACMDL
Awarded as Best Poster at the 11° Verano Nicolaita de Investigación

Best Oral Presentation Award 2024
During the poster session 1st International School on Responsible Computing

Student Tutor 2023–2024
Peer Tutor for Algorithms and Data Structures courses Facultad de Ciencias Físico Matemáticas

Intern 2022
Developed interactive software solutions, winning first place in the internal product design competition. Edis Interactive

Elected Student Representative 2018–2022
Represented student interests in UMSNH's highest governing body. University Council UMSNH

Conferences & Courses Attended

International:

- ACM-CHI Conference on Human Factors in Computing Systems. New Orleans, LA (2022)
- CLIHC – Conferencia Latinoamericana sobre Interacción Humano-Computadora. BUAP (2023)
- ISCR - 1st International School on Responsible Computing. University of Notre Dame (2024)

National:

- Encuentro Nacional de Computación, SMCC (2020, 2021, 2023)
- MexIHC – Congreso Mexicano sobre Interacción Humano-Computadora (2022)
- Seminario y Escuela Nacional de Aprendizaje Máquina e Inteligencia Computacional (2023)
- Curso en Seguridad Informática, SMCC (2022)
- Hackathon de evaluación de métodos de análisis masivos de datos, UNAM (2024)
- 11° Verano Nicolaita de Investigación, UMSNH (2023)
- Conference “Ley Olimpia y violencia digital” (2021)

Volunteering

- Staff member in Encuentro Nacional de Computación, SMCC (2021)
- Assisted with event organization at MexIHC (2022)
- Instructor assistant at Tianguis de la Ciencia, UMSNH (2022, 2023, 2024)

Skills

Languages: Java, Python, PHP, SQL, JavaScript, HTML/CSS

Tools: Docker, GNU/Linux, CLI, React, Bootstrap, Material UI

CS: Algorithms, Machine Learning, Cryptography, Computer Vision, Genetic Algorithms, String Pattern Matching

Design: Data Visualization, UX/UI, Responsive Design, Design Thinking

Soft Skills

Communication, Teamwork, Problem-Solving, Adaptability, Leadership, Empathy

Notable Projects (available on GitHub)

- Java GUI application to optimize material cutting using my own genetic algorithm: **CuttingStockGUI**.
- Command-line tool for detecting regular expressions in DNA sequences: **RegExDNA**.
- Java GUI-based SnakeGame featuring a custom-built graphics engine: **SnakeGame**.