

LUIS MATEO CORONADO LAINE

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EDUCATION

Escuela Politécnica Nacional | Quito, Ecuador
Computer Science Engineering | March 2022 – Present

Institución Educativa Fiscal Amazonas | Quito, Ecuador
International Baccalaureate | September 2018 – July 2020
Bachelor of Science | September 2014 – July 2020

PROFESSIONAL EXPERIENCE

Research Assistant | Escuela Politécnica Nacional
April 2025 – January 2026

- Conducted research and developed educational materials on information security.
- Supported the organization of workshops on privacy and online anonymity.

Customer Service & Warehouse Management | Almacenes San Francisco
October 2021 – January 2022

- Provided customer service, sales support, and cash register management.
 - Managed inventory and merchandise transportation.
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SELECTED PROJECTS

DinoMax Studios – 3D Video Game with OpenGL
C++, OpenGL, GLFW, GLAD

- Developed an interactive 3D video game using OpenGL in C++.
- Implemented computer graphics and real-time game logic. github.com/LAINE30/2025A_GR1CC_GR2

Dental Clinic Management System (Microservices Architecture)
Java, Spring Boot, PostgreSQL

- Developed a clinical management system with user authentication and medical records handling.
- Implemented a microservices-based architecture for scalability.
github.com/BeluArhe/Sistema-de-Gesti-n-Odontol-gica

CRUD System with Database

Java, MySQL

- Built a Java application for database management through CRUD operations.
 - Applied object-oriented design principles and efficient database connectivity.
github.com/LAINE30/2025A_GR1CC_GR2
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TECHNICAL SKILLS

- **Languages:** Python, Java, C++, JavaScript
 - **Technologies:** Git/GitHub, Oracle, PostgreSQL, MySQL, OpenGL, Spring Boot
 - **Networking & Security:** Cisco (networking, cybersecurity, IoT), Kali Linux, Cryptography
 - **Other:** Network Administration, Industry 4.0, SCRUM, Photoshop, Illustrator
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SOFT SKILLS

- Assertive Communication
 - Problem Solving
 - Teamwork
 - Solidarity
 - Punctuality
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CERTIFICATIONS & COURSES

Cisco

- Python Essentials 1 (30h) – 2025

- Networking Basics (70h) – 2025
- Network Devices and Initial Configuration (22h) – 2026
- Introduction to Cybersecurity (15h) – 2021
- Introduction to IoT (20h) – 2020

UDEMY

- Information Security and Risk Management (16h) – 2026
- Cryptography: Theory and Practice (5.5h) – 2026
- Kali Linux for Beginners (Ethical Hacking) (2.5h) – 2026
- Industry 4.0 and New Technological Trends (4.5h) – 2026
- Industry 4.0 Course (3h) – 2026
- Cybersecurity Awareness for Corporate Leaders (3.5h) – 2026
- CompTIA Security+ Module 1 (2.5h) – 2025

SCRUMstudy

- Fundamentals of SCRUM (10h) – 2026

Other

- Customer Service – Centro de Negocios Inteligentes (12h) – 2020
- Windows, Photoshop, Illustrator – DCA SISTEMAS (20h) – 2017
- Computer and Multimedia Operator (90h) – 2017

LANGUAGES

- **Spanish:** Native
 - **English:** B2 Level (Academic 3 – Centro Educación Continua, EPN)
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ACHIEVEMENTS & PARTICIPATIONS

- **Workshop: "Dark Web, Anonymity, Privacy, and Security"** – Faculty of Systems Engineering & SMARTLAB (January 2026)
- **Phase III Clinical Study** – BIODIMED / Unidad Alemana (April 2021 – March 2022) – 11-month participation