

Alejandro Casillas Ortiz

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EDUCATION

Instituto Tecnológico y de Estudios Superiores de Occidente, ITESO

Bachelor of Computer Systems Engineering – 9th Semester

August 2020 – June 2025

Cumulative GPA 93.3/100

Vytautas Magnus University, Lithuania

International Mobility Program with emphasis on Computer Systems Engineering

February 2023 – June 2023

WORK EXPERIENCE

INTEL

Graduate Intern Technical - Intern

Guadalajara, Jalisco, Mexico

November 2023 – Current

- Pre-Silicon Server software developer focused on simulating real life components.
- Developer as hardware models based on spec, allowing the testing of firmware way before the silicon component is created.
- Bug finding and resolution in design stage.
- Software development in Python, DML & YAML.
- Development using Linux operating system.
- Team working, using Scrum methodologies.
- SIMICS development & testing.
- Test suites hosted by Jenkins.

Circle Square Ranch Grand River

Camp Counselor

Brantford, Ontario, Canada

June 2022 – August 2022 & June 2023 – August 2023

- English Communication with Adults & Kids.
- Team working with people from all around the world.
- Team Leading in activities where clear instructions were a must.

MAJOR PROJECTS

Videogame API

- Developed a physics API in Java to enable interactions between objects, such as collisions, bouncing, etc.
- During this project I created test videogames to try the API and contributed to the development of the math calculations of the collisions.
- Extreme emphasis on Object Oriented Programming

Online Store for Expo Marcos

- Worked alongside a team to create a product that could serve as an e-store.
- Utilized a variety of API to enable different services
- Designed the Front-End utilizing Angular, and developed the backend on Node.js
- Hosted the web app on Vercel.

INGEN1.0

- Won first place in competition INGEN1.0 organized by the ITESM.
- This competition was about designing a small vehicle that would be propelled by compressed air to cover a certain distance in the minor time possible.
- During the competition, we modeled, assembled, and printed parts of the car to create the whole vehicle.

SKILLS

Programming Languages

3 years: Python

2 years: Arduino, C

1 year: Assembly, Java, JavaScript

6 months: Typescript

Technologies

Git, Visual Studio, VS Code, Unix/Bash, HTML, CSS, Power BI, Node.js, SQL, MongoDB, MySQL, Firebase, Android SDK, Docker, Pandas, Numpy, AWS, Microsoft Server, Linux, Handlebars, APIs, Flutter, Excel, Verilog, Adobe Illustrator, Cisco Packet Tracer, Oracle VM, Routing, NAT, Angular, Neo4j, Sockets, SIMICS, Jenkins,

Soft Skills

Spanish (native), English (C1), French (B1/B2), Japanese(A1), Agile, SCRUM, Kanban, Self-learner, Team worker, Problem Solver.