Alejandro Garcia Baltazar

(559)-492-0871 |agee.baltazar@icloud.com | linkedin.com/in/alejandrobaltazar/ | github.com/AGBaltazar | alejandrobaltazar.dev/

Detail-oriented Software Developer with expertise in Golang, Flutter, and Python. Developed and deployed scalable applications utilizing Firebase and GitHub. Strong foundation in HTTP protocols, RESTful architecture, and software practices. Seeking a Software Engineer or SWE Internship position to leverage problem-solving abilities, teamwork, and technical expertise in delivering impactful software solutions.

Skills

Technical Skills
- Golang, PostgreSQL, Python, Flutter, HTML, Software Engineering, Computer Networks, Security Operations, Networking, Data Structures and Algorithms, Remote Troubleshooting, Git, Github, APIs, Mobile Development

Collaboration Skills
- Technical Writing, Organizational Behavior, System Analysis, Communication, Collaboration & Teamwork, Proactive Learning & Improvement, Critical Thinking & Problem Solving, Adaptability, Time Management, Analytical and Problem Solving

Projects

EATSCAPE | FOOD TRUCK FINDER APP | FLUTTER

Description: Developed and launched a cross-platform mobile app in Flutter to streamline food truck operations with real-time tracking, menu management and customer features
- Real-Time Location Tracking: Integrated Google Maps API for dynamic food truck visibility and geolocation-based discovery.
- Subscription & Visibility System: Implemented tiered subscription plans, allowing food trucks to manage their menu limits and visibility duration based on their plan.
- Firebase Integration: Utilized Firebase Auth, Firestore, and Storage for secure authentication, real-time database management, and effective image hosting.
- Admin Dashboard: Built an admin panel for food truck owners to manage menus, subscriptions, and location settings.

Tech Used: Flutter, Dart, Firebase (Auth, Firestore, Storage), Google Maps API, Cloud Functions, App Store Connect (Tool)

ASTEROID SHOOTER GAME | PYTHON DEVELOPMENT | GITHUB

Description: Developed an arcade-style space shooter using Python and Pygame, simulating "Asteroids" gameplay.
- Built core mechanics including player movement, rotation, firing, and real-time asteroid behavior.
- Implemented collision detection between bullets, asteroids, and the player ship, with real-time updates to game state and scoring.
- Applied object-oriented programming principles to structure game objects and interactions.

Tech Used: Python, Pygame

SKILL REGRESSION PREDICTOR | GOLANG DEVELOPMENT | GITHUB | LIVE LINK

Description: Developed and deployed a backend-focused Go application containerized with Docker that predicts skill decay over time using a half-life decay model.
- Integrated YouTube API to provide personalized video recommendations based on skill proficiency.
- Handled server-side logic, JSON parsing, and DOM updates via JavaScript
- Implemented a clean, responsive frontend using HTML, CSS, and JavaScript to capture user inputs and display real-time results.

Tech Used: Go, JavaScript, HTML, Docker

Experience

unWired Broadband, Level 1 Technical Support
January 2023 – Present
- Monitored and analyzed network traffic data to troubleshoot connectivity issues and optimize network performance for over 100+ customers weekly.
- Documented technical procedures and solutions in internal knowledge bases for future reference, improving overall team efficiency and customer satisfaction.
- Supported cross-departmental initiative to migrate 35+ customer service processes into the company Wiki, applying HTML structuring, content organization, and attention to detail to improve accessibility and usability of documentation.

Education

Bachelor of Science, Computer Science – Aug 2024
Grantham University
- Relevant coursework: Data Structures and Algorithms, Software Engineering, Computer Networks, Security Operations, Programming in JavaScript, Advanced Programming in C++, Mobile Application Development, Operating Systems, System Analysis and Design, Project Management.