

# Alejandro Garcia Baltazar

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## Objective

Detail-oriented Computer Science graduate with growing expertise in Golang, Flutter, and Python. Developed and deployed scalable applications utilizing Firebase, GitHub, and modern software development practices. 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.

## EDUCATION

Bachelors of Science, Computer Science — Aug. 2024

University of Arkansas, Grantham

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.

## PROJECTS

[Eatscape](#), Food Truck Management

**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

**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.
- Created smooth animations, explosion effects, and a functional game loop with event handling and frame rate control.

**Tech Used:** Python, Pygame

*Relevant Skills Applied:* Variables, Functions, Loops, Lists, Dictionaries, Error Handling, Debugging, OOP

**Pokedex CLI**, Golang

**Description:** Built a CLI tool that consumes the PokeAPI to fetch Pokémon data, using RESTful HTTP, JSON parsing, and CLI input handling

- Parsed API responses into custom structs and cached results to reduce network calls
- Implemented local data persistence, search, and catch functionality

**Tech Used:** Go, REST API, HTTP, JSON

## SKILLS

### Technical Skills

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

### Soft Skills

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

## EXPERIENCE

### Unwired Broadband

*Level 1 Network Technician*

**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.
- Referred to and interpreted manufacturer documentation and firmware specifications for customer networking equipment (e.g., DSL modems, routers) to apply the most up-to-date configurations.