M.Sc. Alvaro J. Redondo Zacarias

Fullstack Software Developer

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Professional Profile

Software engineer with over 7 years of experience in full-stack development across public institutions, startups, and international corporations. Skilled in backend architecture, API integration, cloud deployment, and game development. Proven ability to deliver high-quality software in high-pressure environments. Recently completed a master's degree in Game Design and Development and currently working on an independent game project using Unreal Engine 5. Passionate about automation, AI, and interactive storytelling.

Professional Experience

SESEA (Secretariat of the State Anti-Corruption System)

Head of Technological Services and Digital Platform Department (May 2025 – to date)

At SESEA, I oversee the operation, maintenance, and modernization of the institution's digital infrastructure. I manage on-site servers that host the official website and internal systems, ensuring system availability and performance. I lead a team of technical staff, coordinating support activities, planning technological upgrades, and ensuring secure access management across all digital platforms. I developed a web application using Django for internal training and onboarding, and contributed to drafting a cybersecurity policy manual. My responsibilities also include the supervision of all technological assets and the technical support of office IT equipment.

Motivus (formerly AgileThought)

Intermediate BPM Developer (October 2018 – July 2022 | May 2023 - April 2025)

My work focused on the development and support of a medical referral management platform using PEGA and Java. I implemented new full-stack functionalities, automated legacy processes, integrated third-party APIs, and participated in daily production monitoring. I often led incident resolution efforts, conducted root cause analyses, and implemented configuration changes to ensure stability and compliance. Additionally, I contributed to release cycles and streamlined reporting processes by automating data scrubbing for stuck order reports.

Toquin

Java Developer (February 2023 – July 2024)

I designed and implemented a RESTful API using Spring Boot and Java for Toquin, a platform that provides live entertainment services for private events. The backend supports user authentication, client and provider account management, reservations, sales, content preview, reviews, and full-text search

using Typesense. I also integrated automated notifications, filters, and email reports to assist administrators in managing operations.

Harman Mexico
Software Intern (January 2018 – September 2018)
During my internship, I developed an API using C++ and C# to expose and extend the capabilities of a legacy audio equalization tool. I optimized a serial communication sniffer system, improving its performance by 99%, and created a virtual amplifier to facilitate software validation without the need for physical hardware. These tools played a key role in helping engineering teams meet the highest quality standards in luxury car audio systems.

Relevant Projects
Led Astray - Independent Developer (Unreal Engine 5)
As an independent developer, I am building a psychological horror game using Unreal Engine 5. The project features a retro visual aesthetic combined with modern gameplay mechanics. I have designed the core systems and AI behaviors using Blueprints and C++, modeled and textured 3D environments in Blender, and written the musical score and narrative. The game explores themes of dread and corruption, and is intended as a portfolio piece to showcase my creative and technical capabilities.

Education
M.Sc. in Game Design and Development - Universidad de Morelia (2023 – 2025)
B.Sc. in Computer Systems Engineering - Instituto Tecnológico de Morelia (2012 – 2018)

Certifications
- **PEGA Certified System Architect** — Pega Academy (2019)
- **Cambridge CPE (C2 Proficiency in English)** — University of Cambridge (2017)
- **Oracle Certified Professional, Java SE 6 Programmer** – Oracle (2013)
- **Microsoft Office Specialist –** Microsoft (2012)

Awards and Additional Training
- **Games4Empowerment Recognition** - Universidad de Colima (2019). Recognized for the presentation of *Zoopocalipsis*, a socially conscious game prototype.
- **English Program Completion** - 4th Source (2019). Completed internal English training with demonstrated excellence.
- **National CENEVAL Award for Academic Excellence** – Mexico (2018). National-level recognition for outstanding academic performance in the EGEL-CENEVAL exam.
- **Unity 2D & 3D Workshop** - Instituto Tecnológico de Morelia (2014). Participated in a technical workshop on Unity-based game development.

- **Innovation Technologies Congress** - Instituto Tecnológico de Morelia (2014). Attended a multidisciplinary congress on applied innovation.
- **National Engineering Congress** - CEA (2014). Participated in national technical and professional training sessions.
- **Top Score Award** - Universidad Tec Milenio (2012). Awarded for achieving the highest EXANI-II entrance exam score.

Technical Stack

Languages: Java, JavaScript, C#, C++, Python, SQL
Libraries & Frameworks : SDL3, Spring Boot, React, Flexbox, Node.js, Joomla
Game Engines: Unreal Engine 5, Unity, Godot
BPM: PEGA (Certified CSA), Microsoft Power Apps, Microsoft Power Automate
DB: MongoDB, PostgreSQL, MySQL
Cloud and Devops: AWS, Render, Docker
Tools: Git, Maven, Gradle, Jira, Postman, Confluence, Notion