15/08/2001

Alejandro Fontes

Software Engineer | High-Performance and Real-Time Systems

ABOUT ME

Passionate about software development and real-time systems, with experience in tool integration, process automation, and applied computer vision for complex production projects.

OTHER INFORMATION:

- Driver's license and own vehicle
- Availability: on-site, remote, or hybrid

CONTACT

- 619325260
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PROFESSIONAL EXPERIENCE

Software Engineer – Real-Time Systems
Brainstorm Multimedia | September 2023 – January 2026

- Developed and maintained high-performance, real-time software systems for production environments.
- Designed and integrated internal engines and solutions using C++ and Unreal Engine.
- Optimized software architectures and processes to ensure reliability, low latency, and robustness.
- Applied computer vision and machine learning within production-ready systems.
- Automated workflows and improved pipelines for demanding, real-time environments.

Video Editor (Internship)
Fermax | September 2022 – June 2023

- Edited and post-produced corporate audiovisual content in professional environments.

Lifeguard
Luis Franco Grau SL | June 2021 – September 2022

- Ensured user safety and responded to emergency situations.

EDUCATION

Universitat Politècnica de València (UPV)
Bachelor's Degree in Digital and Multimedia Technology

- Coursework in programming, interactive systems, and software development.
- Final Degree Project focused on real-time systems and motion capture, awarded Honors.

SKILLS

- C++, C#, Python
- Real-time systems and performance optimization
- Software integration in complex systems
- Unreal Engine, Unity
- Computer Vision (OpenCV, PyTorch)
- Pipeline automation
- Version control: Git, Mercurial

LANGUAGES

Spanish & Valencian
Nativo

English
Advanced (Professional)