

ALEJANDRO GALVEZ

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Dual citizen of USA and Spain

SUMMARY

Software-focused computer Scientist with experience spanning engineering, machine learning, UX research, and UI design, trained across IE University and the University of Michigan and driven by building user-centered, production-ready digital products.

EXPERIENCE

Management Solutions – Software Engineer (Java) Madrid, Spain (October 2024 – Ongoing)

- Implemented a Java Service using OOP principles generating 100+ customized client reports and cutting delivery time by 25%.
- Developed and executed +20 JUnit tests using Mockito to improve code reliability by 30% and reduce production defects.
- Assigned to Santiago, Chile for six months where I proposed and developed a python automation with pandas that replaced manual financial reconciliations, saving 2 hours per day and enabling faster error detection during go-live

STAGE 12 – UX Research & UI Design

Zug, Switzerland (September 2023 – May 2024)

- Established design principles to develop high fidelity wireframes and mockups, iterating 3 times to achieve a 95% stakeholder approval rate.
- Researched the current state of the fitness app market, relationship between productivity & exercise, and state of the art mobile app design, producing a 25-page report that guided product positioning and feature prioritization.
- Conducted 50 user surveys and usability tests, uncovering insights that improved app usability scores by 35%.

AG BuyCars (Contract) – UI Design & Web Development

Granada, Spain (August 2024 – July 2025)

- Designed the UI in Figma based on the business owner's requirements, delivering a user-friendly interface that improved usability and reduced navigation time by 20%.
- Developed a Next.js website with Firebase Auth, SQLite and APIs that empowers the business owner to manage their +100-car inventory by viewing, adding, and editing stock, showcasing detailed statistics, and enabling PDF report downloads for streamlined tracking.

EDUCATION

IE UNIVERSITY

Madrid, Spain 2020-2024

Bachelors in computer science and Artificial Intelligence

- GPA: 3.5/4.0
- Related Courses: UX/UI & HCI, Web Development, Designing and using Databases, Algorithms and Data Structures, Cloud Computing, Fundamentals of Probability & Statistics, Fundamentals of Data Analysis, Machine Learning Foundations, NLP.

UNIVERSITY OF MICHIGAN

Ann Arbor, USA September 2023 – December 2023

Exchange semester

- Related Courses: UX Research, Human Computer Interaction, Information Analysis, Information Ethics, Information Retrieval.

COURSES

- **Microsoft Certified: Azure AI Fundamentals:** Demonstrated foundational knowledge of machine learning and artificial intelligence concepts and related Microsoft Azure services.
- **Learn JAVA Programming – Beginner to Master:** Deep Dive into Core Java programming.
- **Figma UI UX Design Essentials:** Hands-on UX/UI design with Figma including wireframes, design systems, components, micro-interactions, and production-ready prototypes.

OTHER PROJECTS

- **Battleship Algorithms Game:** Used Python to replicate the “Battleship” game implementing algorithms & data structures.
- **Analysis & Recommendations for water main break management in Ann Arbor:** Conducted a detailed analysis of water main break patterns & provided actionable recommendations for infrastructure maintenance & improvements based on temperature correlations & geographic clustering.

ADDITIONAL INFORMATION

- **Languages:** Spanish (Native). English (Native). German (Beginner).
- **Programming Languages & Frameworks:** Java, Python, C#, SQL, JavaScript, HTML, CSS, R, React, Next, Tailwind, Angular.