

## Education

### Universidad de las Americas Puebla

August 2019 - May 2023

Bachelor's Degree in Computer Systems Engineering (GPA: 8.7 / 10.0)

Puebla, Mexico

- **Programming Coursework:** Algorithms and Programming, Object-Oriented Programming, Data Structures, Computational Architectures, Operating Systems, Databases, AI, Mobile App Development, Cloud Computing.
- **Math Coursework:** Linear Algebra, Calculus I, Calculus II, Ordinary Differential Equations, Discrete Mathematics.

### Apple Developer Academy - University of Napoli Federico II

June 2024

Student

Naples, Italy

- Challenge Based Learning (CBL) academy that teaches Coding, Graphical User Interface Design (GUI), and Business

## Experience

### AIE Consulting Group

June 2024 – October 2024

Web Developer

Queretaro, Mexico

- Developed and maintained 3+ dynamic web applications using React.js, Next.js, and Tailwind CSS, increasing mobile responsiveness and reducing average page load time by 45%.
- Implemented and customized Odoo CRM modules across 3 departments, automating over 12 business workflows. Integrated RESTful APIs that sustained up to 1,200 requests/sec under load testing, exceeding internal performance benchmarks.
- Managed a client portfolio of 10 SMBs, delivering tailored digital strategies that led to an average 30% increase in web traffic and 18% growth in lead conversions within three months.

### T-Systems

July 2022 – December 2022

Full-Stack Developer

Puebla, Mexico

- Provided Figma and Notion consultancy for 4 Agile teams, reducing design handoff time by 25% and improving project documentation clarity.
- Conducted Design Thinking workshops that resulted in 3 validated prototypes, aligning development with user needs and reducing rework by 20%.
- Served as SCRUM Master for a cross-functional team of 7 developers and designers, improving sprint delivery rate by 15% through effective Agile coaching and sprint planning.

## Projects

### Social Service App

2023

iOS App

Puebla, Mexico

- Designed and developed an educational iOS application aimed at helping elementary school students learn poetry through an interactive snakes and ladders game, enhancing engagement and retention.
- Implemented an intuitive UI/UX design aligned with the updated SEP curriculum guidelines, ensuring accessibility and ease of use for young learners.

### IoT Project

2023

Web Application

Puebla, Mexico

- Developed a web-based platform to streamline attendance tracking for professors, eliminating the need for manual roll calls and enhancing efficiency.
- Designed an IT dashboard to generate detailed analytics and accurate reports on class attendance and faculty performance, improving data-driven decision-making.
- Integrated IoT devices such as ESP32 with RFID technology to enable seamless attendance registration via cards or key fobs, ensuring secure and real-time data synchronization over the internet.

### AI Project

2022

AI Model

Puebla, Mexico

- Developed a machine learning model to analyze and predict Formula 1 driver performance by leveraging historical and real-time data, enhancing decision-making insights.
- Integrated a comprehensive dataset containing historical records of multiple drivers and teams over time, ensuring accurate performance trend analysis and forecasting.

## Skills

- **Languages:** Python, Swift, JavaScript, TypeScript, C, C++, C#, HTML5, CSS3
- **Frameworks/Libraries:** React, Next.js, Nuxt.js, Tailwind, Bootstrap, Chart.js
- **Cloud/DevOps:** Google Cloud (Certified), Firebase, Vercel, Git, GitHub, Trello
- **Data/AI:** TensorFlow, NumPy, Matplotlib, Anaconda, MongoDB
- **Design/Tools:** Figma, Canva, Notion, Unreal Engine, Steam
- **Languages:** Spanish (Native), English (C1)
- **Soft Skills:** Teamwork, Leadership, Problem Solving