

# Miguel Alejandro Cámara Árciga

Software Engineer

github.com/Alex-Camara

Professional software engineer advocated to create good quality software solutions. Eager to work as part of an awesome team to bring efficient solutions to complex problems.

## Contact

**Address**  
Xalapa, Veracruz  
**Phone**  
228 1595710  
**E-mail**  
arcamsoft@gmail.com  
**Linkedin**  
linkedin.com/in/alex-camara

## Projects

**Tequila IDE** (2017). Real time collaborative Integrated Development Environment Application. It allows users to create and contribute in real time, manipulating Java, C++ and Python files. Java, Nodejs, Socket.io, Javascript

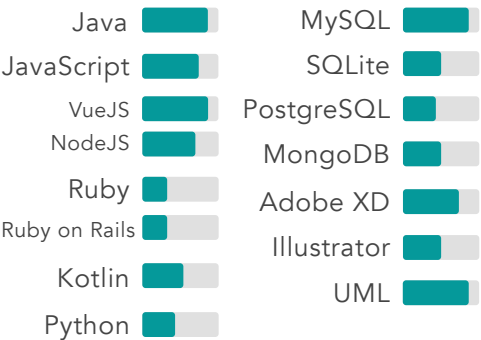
**Roomba Music** (2018). Distributed desktop music player designed to share, store, and organize music. Java, Python, MySQL, Ubuntu Server.

**ObemeVeme Android** (2020). Android app client to report anomalies during medical student internships in medical centers. Kotlin, Room database.

**ObemeVeme Backend** (2020). Backend infrastructure providing the services to the android and web clients. Kotlin, Spring Boot, PostgreSQL, Google Cloud Platform

**PROGEFI** (2020). Multiplatform desktop application to manipulate, manage and generate photocollect datacards for the Biological Research Institute. Electron, Vue, SQLite, Nodejs, Javacript

## Stack



## Internships

Feb 2019 - Aug 2020

**Software Engineer Intern**  
*Instituto de Investigaciones Biológicas de la UV*  
Implemented requirements engineering activities to develop an application to create and manage photocollect data cards for the institute.  
</> Designed and constructed the application using the following stack: ElectronJS framework for multiplatform support; VueJS for user interface  
</> Verification and validation with the intended users in the institute.

Nov 2019 - Jul 2020

**Software Engineer Intern**  
*Instituto de Salud Pública de la UV*  
</> Implemented requirements engineering activities to develop an application intended to serve as a tool to collect data from medical centers by health sciences students, said data would allow competent authorities to analyze working conditions.  
</> Designed and constructed the application. Construction was split in three modules: backend, using SpringBoot, Kotlin and PostgreSQL; web frontend, implemented with the VueJS framework; and the Android app.

Feb 2019 - Sep 2019

**Software Engineer Intern**  
*Instituto de Salud Pública de la UV*  
</> Elicited requirements for an application to assist patients released from drug dependency rehabilitation centers to prevent a future relapse.  
</> Documented those requirements in a software requirements specification document to help estimate the app development cost for the institute.  
</> Designed the application high-fidelity prototype to validate the requirements with potential users in rehab centers in Xalapa, Veracruz.

## Education

Aug 2015 - Aug 2020

**Bachelor of Software Engineering**  
*Universidad Veracruzana - Xalapa - Veracruz*

## Languages

