

# 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

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## 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

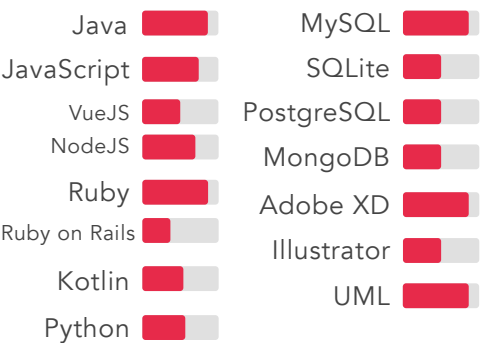
**Roomba Music** (2018). Distributed desktop music player designed to share, store, and organize music. Java, Python, MySQL, Ubuntu Server.

**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

