# Miguel Alejandro Cámara Árciga

## Software Engineer

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.

Web portfolio ⟶ https://alexcamara.dev/

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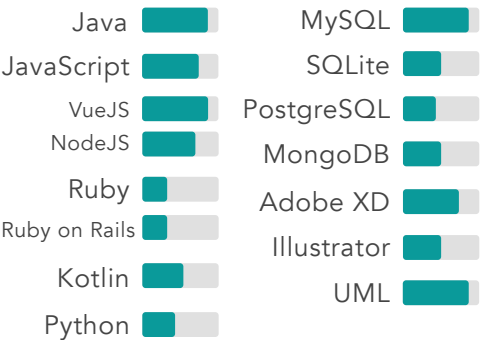
**Roomba Music** (2018). Distributed desktop music player designed to share, store, and organize music. Java, Python, MySQL, Ubuntu Server.

**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

| | | | |
|---|---|---|---|
| Java | | MySQL | |
| JavaScript | | SQLite | |
| VueJS | | PostgreSQL | |
| NodeJS | | MongoDB | |
| Ruby | | Adobe XD | |
| Ruby on Rails | | Illustrator | |
| Kotlin | | UML | |
| Python | | | |

## 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

English ● ● ● ● ○

German ● ○ ○ ○ ○

Mexican Sign Language ● ● ○ ○ ○