Alejandro Gutiérrez Grimaldo

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Personal Website

EDUCATION

Bachelor of Computer Engineering — 2022 – Graduating 2027
Engineering School – National Autonomous University of Mexico (UNAM) — *Mexico City, Mexico*

EXPERIENCE

Competitive Programming Club (CPCFI) — February 2023 – Present
Competitor & Engineering Team Member — *Engineering School, UNAM*
- Participated in the **ICPC Mexico 2023** and **IEEEXtreme 17.0**, solving algorithmic problems using **C++** and **Python**.
- Part of the development team for a **web application** for the club, which improves competitor management and facilitates problem-solving through an **online compiler**.
- Developed with TypeScript, React, NextJS, PostgreSQL, Tailwind, and Docker. | cpcfi.unam.mx

AWARDS

Notion Hackathon — July 2024
- **2nd place** among +20 teams. Developed a **social network** that allowed students to share their Notion notes with friends and classmates, with contributors earning revenue through advertisements.
- *Technologies used:* TypeScript, React, Tailwind, NextJS, Python, Flask, PostgreSQL.

AI Lab School Hackathon — May 2024
- **1st place** among +10 teams. Developed a **business assistant** that collected and analyzed market data to provide recommendations ranging from product development to marketing strategies. Leveraged **generative artificial intelligence** to create social media strategies.
- *Technologies used:* TypeScript, React, NextJS, Python, OpenAI API.

AngelHack Mexico — May 2024
- **2nd Place** among 50+ teams. Developed a **food marketplace** designed to reduce food waste and recover part of the investment in unsold items. Implemented an **image recognition system** to assist in completing sales information.
- *Technologies used:* TypeScript, React, NextJS, OpenAI API.

COURSES

Cisco Network Technician Career Path — January – April 2024
- Learned to design, build, and manage networks, focusing on **routing**, **switching**, and **security**.

Google Cloud Computing Foundations — September – October 2023
- Learned to design, deploy, and manage cloud solutions using **Google Cloud Platform**, focusing on **Compute Engine**, **Security**, and **Networking**.

PROJECTS

Focus | To-do Mobile App — June 2024
- Developed a mobile application to manage tasks and improve productivity, using **Flutter** and **Google Firebase**.

Game of life | Mobile Game — October 2023
- Developed a mobile game using **Flutter**, implementing the **Conway's Game of Life** algorithm.

TECHNICAL SKILLS

Languages: English (Proficient), Spanish (Native)
Programming Languages: C/C++, Python, Java, JavaScript/TypeScript, Dart
Developer Tools: Git/GitHub, Google Cloud/Microsoft Azure