

# Alejandro Gutiérrez Grimaldo

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## EDUCATION

### Bachelor of Computer Engineering

Engineering School – National Autonomous University of Mexico (UNAM)

2022 – Graduating 2027

Mexico City, Mexico

## EXPERIENCE

### Competitive Programming Club (CPCFI)

Competitor & Engineering Team Member

February 2023 – Present

Engineering School, UNAM

- Participated in the **ICPC Mexico 2023** and **IEEEEXtreme 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](https://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

April 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