ALEXA BASURTO FLORES

Engineer in Computer Science and Technology

Passionate software engineer with 4+ years of programming experience in C++, C#, and Python. Skilled in building innovative, cross-disciplinary tech solutions through teamwork and creative problem-solving.

in https://www.linkedin.com/in/Alexa-BF

basurto.alexa@gmail.com

https://github.com/AlexaBF

O Cuernavaca, Morelos, México.

SKILLS

C++ - 4 years (Intermediate)

Python - 3 years (Intermediate)

C# - 2 years (Junior)

Unity - 2 years (Junior)

MySQL - 2 years (Junior)

Kotlin - 1 year (Junior)

ACADEMIC PROJECTS

IT Jr.

Cyberpeace | APR 2023 - JUL 2023

- Document all equipment, specify VLAN assignments, assign IP addresses, examine network infrastructure, and implement systematic documentation.
- Tools: Network analysis tools, IP management software, documentation tools.

Backend and testing

BAMX | FEB 2022 - JUN 2022

- Digitize and speed up the process of recollection of the food bank in Morelos through a web page.
- Create API endpoints, test the API with Jest, and verify the web page is performing correctly utilizing a web driver.
- Tools: JavaScript, Selenium, Jest, git, Github, and Figma.

Game Development

PROJECT KAMA-KART | OCT 2021 - DEC 2021

- Develop a video game where the user interacts with AI serving as a moderator to keep the AI satisfied.
- Designing and implementing the menu UI and sound effects of the game.
- Tools: C# and Unity.

Mobile Development

BAMX | AUG 2021 - OCT 2021

- Implement a mobile app for android users to digitize and facilitate the recollection of donated products to the food bank in Morelos.
- Designed UI templates and developed core app functionality.
- Tools: Kotlin, Android Studio, Figma, git, and Github.

Game Development

MINSAIT | FEB 2021 - JUN 2021

- Develop a video game that evaluates the soft skills of an eligible candidate for a job in MINSAIT.
- Game design, developing gameplay features, and score design for the three soft skills (working under pressure, problem-solving, and ethics, trust & values).
- Tools: C# and Unity.

IoT Sensor Reading

PROJECT AMK | AUG 2020 - DEC 2020

- Monitor a plant's humidity, temperature, and sun exposure through a web page.
- Read the values registered in the sensors attached to the plant and send them to the web page for better visualization.
- Tools: Arduino, ESP32, Freeboard, and Tinkercad.

EDUCATION

Instituto Tecnológico de Monterrey

Morelos, Cuernavaca | AUG 2019 - JUN 2023

- B.S. in Computer Science and Technology.
- Concentration in Systems and Technologies 4.0.
- Varsity soccer.

LANGUAGES

• Spanish Native. • English High-Intermediate.

INTERESTS

XR Technologies

Tech in Entertainment

SCRUM strategy

IoT

Video Game Engines