



## Contact

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JAlfredAR

## Languages

Spanish 

NATIVE

English 

C1

## Programming Languages

Python Javascript SQL Java

PHP C# C++ Swift Arduino

## Web Technologies

HTML CSS JSON XML GraphQL

WebSocket Rest API

## Skills

Use of Game Engines 

Advanced

3D Design and Animation 

Intermediate

UI/UX Design 

High

Database Management 

Advanced

Frameworks Management 

Advanced

## Soft Skills

Effective Communication Adaptability Self-management

Leadership Critical Thinking Self-taught

Problem Solving Strategic Thinking

Continuous Learning Creativity Teamwork

Empathy Discipline

# José Alfredo Arriaga Rosillo

## Full Stack Developer & Tech Lead

### About me

A professional with over 7 years of experience in software development, video games, 3D design, and animation, combining technical skills and creativity to create innovative solutions. I am currently pursuing a degree in Software and Computational Systems Engineering, and actively participate as an instructor and speaker in topics related to virtual reality, artificial intelligence, and application development.

### Education and Training

#### Bachelor’s Degree in Software and Computational Systems Engineering

August 2022 – June 2026 León, Guanajuato, México Universidad La Salle Bajío

#### Course “Cyber Threat Hunting” | TrendMicro – AstraZeneca

May 2025 Guadalajara, Jalisco, México AstraZeneca GITC

### Certifications

#### MongoDB Certified Associate Developer Certification

April 2024 MongoDB Inc.

#### Postman API Fundamentals Student Expert Certification

May 2024 Postman

#### Postman Student Leader Certification

September 2024 Postman

### Extracurricular Experience

#### Intel Student Ambassador

June 2024 – Present Intel Corporation

- Represented Intel as a student ambassador, promoting advanced technologies such as oneAPI within the university community.
- Organized workshops, presentations, and training sessions aimed at students and faculty.

#### Microsoft Student Ambassador

July 2024 - Present Microsoft Corporation

- Represented Microsoft as a student ambassador, promoting tools and technologies such as Azure, Microsoft 365, and software development within the university community.
- Organized workshops, webinars, and training events for students and professors, facilitating the learning of Microsoft technologies.

#### Postman Student Leader

August 2024 - Present Postman

- Represented Postman by leading student initiatives to promote the use of this tool within the academic community, organizing workshops and promoting best practices in API development and testing.

#### President | “Code Makers” Student Chapter

August 2024 - Present León, Guanajuato, México Universidad La Salle Bajío

- I coordinate the organization of key academic events, such as Academic Week, which includes presentations, activities, and workshops to keep students updated with the latest trends and technological developments.
- I lead the team responsible for planning and executing activities that promote collaboration, learning, and professional development within the student community.

#### Representative | “Ciberseguridad, I.A. e Innovación Tecnológica” Department in the Student Council

August 2023 – February 2024 León, Guanajuato, México Universidad La Salle Bajío

- Identified and reported multiple cybersecurity vulnerabilities in institutional systems, contributing to improving the protection of the university’s digital infrastructure.
- Proposed and designed the development of innovative hardware and software devices to optimize and secure campus access, driving technological innovation within the institution.






# Professional Experience

## Founder and CEO | Startup ARXBITE S.A.S. de C.V.

 October 2024 - Present  León, Guanajuato, México




- Development and leadership of projects focused on hardware and software.
- Coordination and management of a growing multidisciplinary team.
- Design, planning, and execution of strategies for the development of technological products.
- Direct client interaction, management of business relationships, and networking.
- Financial planning and resource management during the startup phase.
- Design and development of user interfaces focused on user experience (UI/UX).

## Instructor | Workshop “UE5: Creating Interactive Experiences and LAN Multiplayer Networking”

 May 2025  León, Guanajuato, México  Universidad La Salle Bajío

- Led a practical workshop where I taught participants how to develop a basic LAN networking system using Unreal Engine 5, focusing on creating multiplayer interactive experiences.

## Moderator | Microsoft Learn Live Session, AI Skills Fest (Event recognized with Guinness World Record)

 March 2025  León, Guanajuato, México  Universidad La Salle Bajío

- Coordinated and managed real-time interaction with participants, resolving technical queries and ensuring smooth and efficient communication.
- Supervised the correct development of the session, ensuring quality and professionalism throughout all phases of the event.

## Speaker | Event “Code Makers – Build a Minimal API with .NET 6”

 December 2024  León, Guanajuato, México  Universidad La Salle Bajío




- Delivered a presentation on creating an API using .NET 6, covering basic concepts and best practices for rapid and efficient web service development.

## Instructor | Workshop “Virtual Reality in Engineering”

 November 2024  León, Guanajuato, México  Universidad La Salle Bajío

- Provided an introduction to the development of virtual reality applications using Unreal Engine 5, focused on its application within engineering fields.
- Guided participants through basic concepts and essential tools for creating immersive experiences.

## Speaker | MICAÍ 2024 – Tutorial “Developing AI Applications Using Prompts: Simplifying Artificial Intelligence”

 October 2024  Cholula, Puebla, México  INAOE

- Guided participants in using ChatGPT to integrate artificial intelligence into applications, facilitating data processing by obtaining results in JSON format.
- Promoted simple methods for leveraging AI in data processing and analysis, simplifying the development of intelligent solutions.

## Speaker | Event “CodeMakers – Introduction to Jupyter: Python and Jupyter Notebooks”

 September 2024  León, Guanajuato, México  Universidad La Salle Bajío




- Instructed participants in the use of Jupyter Notebooks to facilitate Python code development and testing, highlighting its application in interactive and educational projects.

## Development and Launch | App EchoInsight

 August 2024  León, Guanajuato, México




- Designed the user interface (UI) and user experience (UX), and independently developed the EchoInsight app using SwiftUI.
- Managed the launch and publication of the app on iOS devices, handling the entire process independently.

## Speaker | Event “Postman: API 101”

 August 2024  León, Guanajuato, México  Universidad La Salle Bajío

- Introduced participants to using Postman for consuming and testing APIs, explaining basic concepts and demonstrating common workflows.

## Instructor | Workshop “Creation of Virtual Environments”

 April 2024  León, Guanajuato, México  Universidad La Salle Bajío

- Provided an introduction to Unreal Engine 5, focusing on the development of immersive experiences and video games.
- Guided participants through the basic concepts and essential tools for creating interactive virtual environments.

## Development and Launch | App SkyDome

 February 2024  León, Guanajuato, México

- Independently developed the SkyDome app using Unreal Engine 5, including the design of the interface, user experience (UI/UX), and the app logo.
- Managed the launch and publication on the Meta Quest platform, ensuring optimal quality and functionality for virtual reality devices.
- Implemented solutions to create personalized immersive experiences that transform the physical environment into virtual landscapes.

## Development | Immersive 3D/2D Video Game “Felino”

 August 2023  León, Guanajuato, México

- Developed a video game that combined 3D and 2D environments with a projected physical space to create an immersive gaming experience, integrating the real and digital worlds. Utilized projectors and 3D-printed models that I personally designed to connect both worlds.
- Fully designed and planned the system’s functionality, from asset creation to complete game development, as well as conducting thorough testing to ensure optimal performance.

## Development and Launch | App Meeting Checker

 September 2021  Moroleón, Guanajuato, México

- Conceptualized and developed a Windows application aimed at optimizing virtual class management during the pandemic.
- Implemented a continuous monitoring system that notified users via alerts and Discord messages when a class in Google Meet started, reducing constant reloading and improving efficiency.
- Designed the user interface and user experience (UI/UX), focusing on ease of use and accessibility for students and academic coordinators.
- Provided tools for coordinators to view active teacher sessions in real-time, facilitating supervision and academic organization.

## Development | Tools for Automated Social Media Management with Node.js

 June 2019 – August 2022  Moroleón, Guanajuato, México

- Created applications aimed at automatic and real-time posting of news and updates about video games on social platforms, reaching and maintaining a community of over 1,000 followers.
- Implemented automated tools for managing and scheduling social media content, using Node.js to optimize distribution and keep the audience informed instantly.
- Ensured constant and timely updates of information, strengthening engagement and digital presence on platforms like Twitter (now X).

## Development | VR and Desktop Game “View Worlds”

 February 2018 - August 2019  Moroleón, Guanajuato, México | Morelia, Michoacán, México

- Designed and developed a virtual reality application initially focused on exploring immersive environments, later extending it to desktop platforms as an educational tool.
- Implemented an interactive mechanic where the student had to answer questions to collect hidden keys in boxes, which, when selected correctly, unlocked new levels, fostering active learning.
- Integrated gamification elements to motivate participation and user progress within the virtual environment, combining education and entertainment.
- Used Unreal Engine 4 to create graphics and immersive experiences that ensure smooth and engaging interaction.