

Contact



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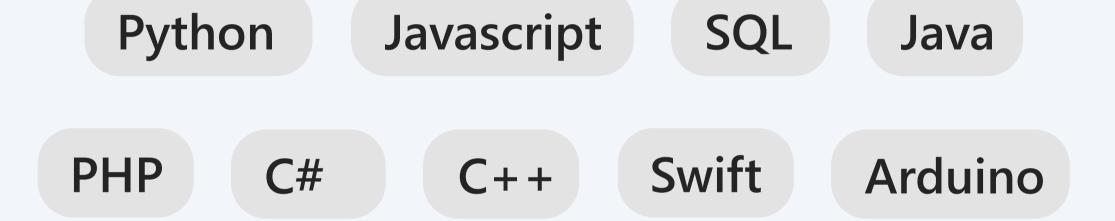
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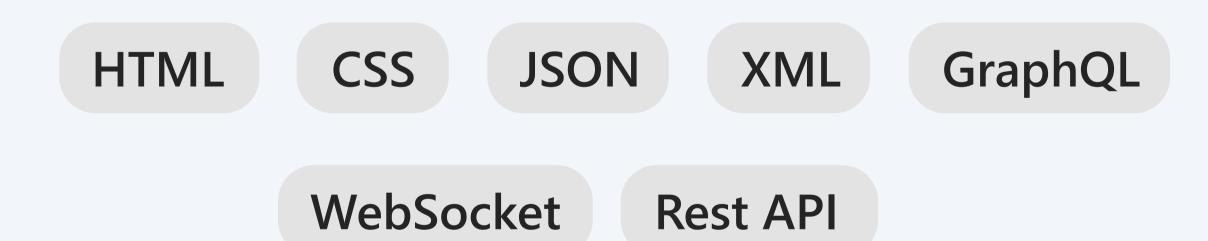
Languages



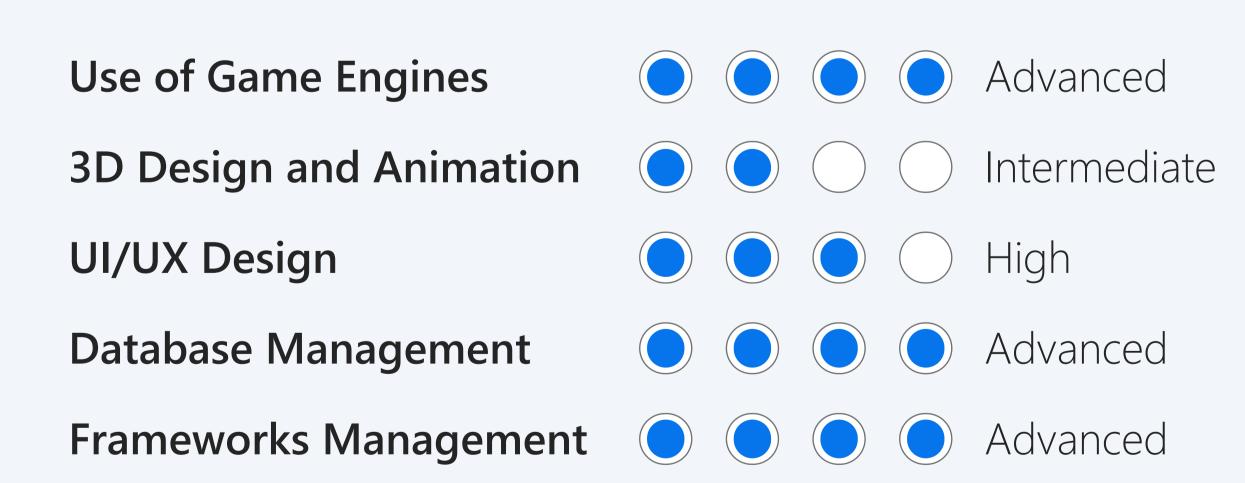
Programming Languages



Web Technologies



Skills



Soft Skills



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 Bajio

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 one API 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 Present Control León, Guanajuato, México Universidad La Salle Bajio
- 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 Bajio
- 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 Ceón, Guanajuato, México Universidad La Salle Bajio
- 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.

Speaker | Event "Code Makers - GitHub Vol. 2"

- May 2025 Charajuato, México Universidad La Salle Bajio

- Delivered a talk on the use of Git and GitHub in workplace environments, focusing on best practices for effective collaboration in development teams.

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

- March 2025 PLeón, Guanajuato, México Universidad La Salle Bajio
- 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 Bajio
- 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 Bajio
- 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 | MICAI 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 Charajuato, México Universidad La Salle Bajio
- 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 Echolnsight

- August 2024 Charajuato, México
- Designed the user interface (UI) and user experience (UX), and independently developed the Echolnsight app using SwiftUI.
- Managed the launch and publication of the app on iOS devices, handling the entire process independently.
- Optimized usability and functionality for clinical environments, ensuring a smooth and effective experience for users.

Speaker | Event "Postman: API 101"

- August 2024 C León, Guanajuato, México Universidad La Salle Bajio
- 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 C León, Guanajuato, México Universidad La Salle Bajio
- 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 Character 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 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 O 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.