Bayron Alpízar Quesada

Computer Engineering Student

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PROFESSIONAL PROFILE

I am a third-year Computer Engineering student focused on web development and new technologies. I work as a full-stack developer, focused on building dynamic, scalable, and high-performance web applications. I also enjoy incorporating AI tools into my projects, which allows me to optimize development times and explore smarter, more innovative approaches to solving real-world problems.

PROFESSIONAL EXPERIENCE

[Instituto tecnológico de Costa Rica, July 2024 - November 2024, Python Developer]

Development of Client-Server System for Mass Ticket Purchase:

● Designed and implemented a client-server application in Python to simulate mass ticket purchasing for events, providing an efficient solution for managing large volumes of real-time transaction data

● Used PyQt5 to develop an intuitive graphical interface, with a focus on object-oriented programming that allowed for organized and scalable code. Performed this development in Visual Studio Code to leverage its integration and version control

Development of Interactive Game "Tank Attack":

● Implemented a tank game in Python using Pygame, developing movement functions, shooting mechanics, and collision detection for a fluid and dynamic gaming experience

● Contributed to the project by improving game logic, 2D graphics, and optimizing event programming, using PyCharm to maximize productivity with its specialized Python tolos

Game Price Scraper Project:

● Developed a comprehensive web scraping solution to streamline the search and price comparison of video games across multiple online platforms, including G2A, Instant Gaming, and PS4 Store, among others.

● Built using Scrapy, a powerful Python framework for web scraping, with custom spiders that systematically extracted relevant data on game prices and availability. This tool was designed to enhance the user's shopping experience by providing real-time information on the best available deals.

● Designed an HTML-based dashboard to display scraped data in a user-friendly format, allowing users to quickly view and compare prices across different platforms. This improved the overall user experience by providing organized and accessible price comparisons, making it easier for users to find the best deals.

[Colegio Científico de Costa Rica, September 2018 - November 2018, Software Developer Internship]

● Used Java and NetBeans development environment to participate in creating an application for managing new student information

● Implemented modules that automated grade processing and entrance exam evaluation

● Designed and managed an SQL database that efficiently stored student and parent data, improving accessibility and security of academic information

● Worked to ensure application security and reliability through implementation of best practices and testing

● Worked closely with administrative staff to understand functional requirements and ensure the solution met the school's needs

EDUCATION

[Instituto Tecnológico de Costa Rica, *2022* - Current]
Computer Engineering

[Colegio Técnico de San Carlos, 2012 - 2018]
Software Development Technician

Skill
- Python
- React
- Java
- Postgres
- Chakra UI
- TypeScript
- Rust
- Bootstrap
- Git
- PostgreSQL
- Node.js
- C#

LANGUAGES
- English .... Intermediate

CERTIFICATES
- Cybersecurity Fundamentals - IBM
- Cybersecurity Bootcamp - IBM Skillsbuild