Daniel Alberto Vazquez Ramirez

danielvrda2000@hotmail.com • (+52) 3338007830

LinkedIn: https://www.linkedin.com/in/daniel-alberto-vazguez-ramirez-2362692a7/

GitHub: https://github.com/DanielUDGINNI

Education

Universidad de Guadalajara. Centro Universitario de Ciencias Exactas e Ingenierias.

Bachelor of Engineering in Computer Science

Guadalajara, Jalisco Graduation Date: Oct 2024

CONALEP. Colegio Nacional de Educacion Profesional Tecnica y Bachiller

Technical Professional Bachelor in Computer Science/ Vocational Training Certificate

Tlaquepaque, Jalisco Graduation Date: Jul, 2018

Experience

Freelance developer

Tonala, Jal

Jul 2025 - Present

- Developed custom system for small business using technologies such as HTML, CSS, Bootstrap, JavaScript,
 C#, .Net, Razor Pages, ASP, APIs, Entity Framework.
- Integrated Microsoft SQL Server, as well as content management systems (CMS).
- Implemented features like purchase forms, admin dashboards.
- Application of software engineering techniques to understand business needs, including interviews, requirements gathering, and diagramming.

Siteur

Social Service Internship – Software Developer

Mar, 2024 - Aug, 2024

- Development of an internal web system for the registration and printing of cards for beneficiaries of the department for transportation, using technologies such as HTML, PHP, CSS, JS, MariaDB, Microsoft SQL Server, Python, and NFC card readers.
- Development of an internal web system for the registration of official documents within the department.
- Collaboration with various departments such as Human Resources, IDETRA, and IT Management.
- Creation of technical and user manuals. Conducting testing and error identification.

CINEPOLIS

Cinema Assistant Manager

Tonala, Jal

Jan, 2023 – Aug, 2023

- Programming of projection playlists according to cinema scheduling guidelines, including minutes, trailers, and proper execution of macros and automations.
- Control and monitoring of petty cash expenses and transfers using ERP systems (Oracle PeopleSoft).
- Management, supervision, troubleshooting, and basic maintenance (Level A) of projection booth equipment.
- Recording revenue generated from video game machines within the establishment.
- Organization, coordination, training, and certification of staff.
- Before becoming Cinema Assistant Manager I was in four positions more as Cinema Warehouse Manager, Cinema Supervisor, Cinema Warehouse Assistant and the first one General Employee (Jul, 2018).

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Technical: C/C++, Python, C#, NET, Django, MySQL, Git, HTML, CSS, JSON, Microsoft Office. Operative Systems: Windows, Linux.

Language: English.

Soft Skills: Teamwork, resilience, communication, problem-solving, adaptability, organization, creativity, empathy, emotional intelligence, responsibility, commitment, sense of belonging, focus on objectives.

Courses

- User Experience (UX) Design . Aspectos básicos del diseño de la experiencia del usuario January 2024
- Backend Development Hector de Léon Udemy
- Design Thinking Udemy January 2024
- Java Introduction Coursera Universidad Autonoma de Mexico April 2024
- Coding Interview Preparation Meta April 2024
- Apis Development Java Spring Ed Team June 2024
- Java Explorer Oracle March 2024