

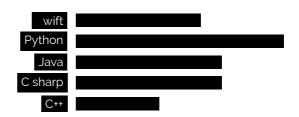






## WHO AM I?

I'm a software engineer and data enthusiast who enjoys building structured systems — whether for enterprise-scale analytics or indie game mechanics. Currently completing an M c in Data cience, I combine storytelling, science, and statistical insight to solve problems that matter.



ML-AI Big Data NLP QL **Forensics** 

## **EXPERIENCE**

2023 - 2024 **Data Engineer Axity Mexico** 

> Designed and implemented financial reporting systems for a multinational, building Azure Data Factory pipelines to integrate diverse data sources and developing Python notebooks with Apache park for largescale data processing.

SQL / Python / Spark / zure

2021 - 2023 **Business ystems Analyst** 

> Led the design and implementation of production line systems for manufacturing in the Americas, gathering requirements from clients and internal teams, and developing QL/Python scripts for machine integration and data parsing.

SQL / Windows Server / PowerBI / Manufacturing

2020 - 2021 wift Developer

**A2E Technologies** part time Modernized a legacy iO application by migrating it from Objective-C to wift and enhanced its capabilities by implementing LAN video streaming using the libVLC framework, ensuring parity with the Android

> version. Swift / SSH / Linux

**EDUCATION** 

2024 - 2025 Master's Degree University of Glasgow

Data cience M c

2017 - 2022 **Bachelor's Degree** Universidad Marista de Guadalajara

Computer ystems & Cibernetics Engineering

## LANGUAGE CERTIFICATION **PROJECT**

panish - native English - C2 proficient French - A1 basic

**Databricks** Delta Lake Fundamentals Machine Learning Practitioner I have an indie game studio with some friends. We have some big things in the works.

KILL

**Programming Languages** 

Python / C++ / Swift3 / Java / JavaScript / C#

**Databases** 

SQL Server / MongoDB / MySQL / PostgreSQL

Tech & oftware

Git / Docker / zure / WordPress / MatplotLib / Spark / PyTorch / Scikit-Learn