EfrainRP

Efrain Robles Pulido

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EFRAIN ROBLES PULIDO

COMPUTER ENGINEER
AUTOMATIC CONTROL AND INSTRUMENTATION TECHNOLOGIST

ABOUT ME

I am a passionate and driven individual seeking opportunities that challenge me to grow and expand my skills in programming and electronics. With a strong sense of organization, responsibility, and a collaborative mindset, I thrive in team environments and enjoy tackling new challenges. As an enthusiastic problem solver, I get excited when faced with complex tasks and always strive to find innovative solutions. My core strengths lie in JS, C/C++, and Python, but I am constantly expanding my expertise to stay ahead of emerging technologies and prepare myself for any situation that may arise in my engineering career.

EDUCATION

University of Guadalajara (CUCEI)

Software Engineering
Feb 2020 - Jun 2025
GPA 9.9

Centro de Enseñanza Industrial (CETI)

Automatic Control and Instrumentation
2017 - 2020
GPA 9.6

LANGUAGES

English	Spanish
Advanced level	Native

EXPERIENCE

Dextra Electronics (Oct 2024 - present)

Managed the development and optimization of Dextra's e-commerce platform using Laravel and MySQL, resulting in significant performance improvements. Architected and implemented a secure user authentication system, comprehensive inventory management, and direct customer-employee interaction features. Drove critical database optimizations, including normalization and restructuring, and developed custom plugins to expand platform functionality, directly addressing evolving business needs.

Engineered an automated broadcasting workflow for Dragon Group in Mexico City using MUSE Automator (Node.js), streamlining audio and video scene management for precise client-specified playback. This automation significantly reduced manual intervention and potential errors, leading to a more efficient and reliable broadcast process.

PROJECTS

Tournaments manager web

I developed a full-stack web application to manage basketball games, players, and tournaments, featuring AI-powered performance analysis. The app includes interactive match brackets, real-time updates, and player performance tracking using a camera-based MLP-CNN model to analyze key metrics. The frontend was built with React.js to create dynamic, user-friendly interfaces, while the backend was implemented using Node.js and Express for API development. For secure and efficient data storage, I utilized MySQL, and integrated Socket.IO for real-time data synchronization and communication. This solution effectively enhanced tournament management and player performance analysis, providing a seamless user experience.

Optimal route on a map

Developed a Python-based project using the OpenCV library to manipulate map images and find the optimal route between predefined vertices. The application detects obstacles between vertices and discards any routes obstructed by them. It then constructs a graph of viable paths and applies Prim's Algorithm to identify the optimal routes across the map, ensuring the shortest, most efficient connections while avoiding obstacles. The project combines image processing, graph theory, and optimization techniques to solve route planning problems.

SOFT SKILLS

- Team Work
- Organization
- Responsable
- Decisive
- Hardworking
- Enthusiastic

ABILITIES

- Problem-solving skills
- C / C++, C#
- Python
- SQL
- Git
- HTML / CSS, PHP, JS
- ReactJs / NodeJs
- Docker / Kubernetes

COURSES

- Web Development with HTML, CSS on Udemy
- NodeJS and ReactJS on Udemy
- Programming Development with C++, C and Python
- Git and GitHub on Udemy