EMANUEL BELTRAN

SOFTWARE ENGINEER

DETAILS

ADDRESS
Guadalajara
Mexico

PHONE
3320357100

EMAIL
emanuel.beltran5853@alumnos.udg.mx

LINKS

Linkedin

SKILLS

Python

C++

Docker

SQL

Git

HTML

Frontend-Backend Reflex

LANGUAGES

Español
● ● ● ● ●

English
● ● ● ○ ○

PROJECTS

Website

PROFILE

Highly motivated Software Developer with a recent degree and hands-on experience in Python, C, and C++. I possess a strong foundation in software development principles and a proven ability to solve complex problems. Eager to contribute to challenging projects and accelerate my professional growth within a dynamic IT environment.

INTERNSHIPS

Division of Scientific and Technological Studies, UDG Valles   Ameca
Feb 2023 — Aug 2023

- Wrote documentation that clearly and concisely described the technical architecture of the application of the usage of Unreal Engine 5
- Created a series of info-graphics that effectively communicated complex technical topics to a non-technical audience
- Started the on-going momentum towards the correct usability of Unreal engine 5 by being proactive and sharing my knowledge to other peers.

Python engineer, behavioral sciences   Ameca
Feb 2022 — Feb 2023

- Developed email scanning scripts which would automatically process and save attachments into a cloud and on-premises storage, while modifying the attachments information for latter usage and evidence.
- Demonstrated ability to design, develop and deploy a python package which help students related information stored in mathematical structures to calculate probabilistic metrics.

COURSES

CISCO CCNA, CISCO
Aug 2023 — Feb 2024

EDUCATION

Computer and electronics engineering, Universidad de Guadalajara Centro Universitario de los Valles   Ameca
Aug 2020 — Jul 2024

Electronics and Computer Engineering education focused on the application of electronics, computer science, and software engineering principles to create comprehensive solutions in electronics, computing, and telecommunications. It emphasized in the design of embedded, interactive, and entertainment systems, with a strong practical understanding of electronic technology for interfacing computers with the physical world. Capabilities include developing interfaces for data acquisition, virtual instrumentation, robotics control, and lighting systems.