**Francisco Segura Valencia**

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# Education

**UdeG - Centro Universitario de Tonalá** Tonalá, Jal

Bachelor of Engineering in Computer Science Jan 23 – Present

# Universidad de Guadalajara

**Experience**

Remote

**Internship** Sept 2025 – Present

* Gathering and definition of system requirements for project scope
* Design of user interface views with React and backend architecture with Spring Boot
* Development and implementation of frontend components using React and Tailwind
* Development and integration of backend services using Java (Spring Boot)
* Implementations of an additional microservice with Node.js (Express)
* Collaboration in ensuring consistency between design, functionality, and microservices integration

# Academic Projects

**Ticketmeister** Remote

**Full-stack developer** Feb 2025 – Mar 2025

* Developed microservices-based architecture with Python (Flask) for authentication and event management
* Implemented Node.js (Express) service for automated email delivery of purchased tickets
* Built frontend application with Angular for browsing and purchasing event tickets
* Integrated OpenStreetMap API to display event locations on an interactive map
* Designed RESTful APIs to ensure modularity and service scalability

**Donactiva** Remote

**Full-stack developer** Oct 2024– Nov 2024

* Designed and developed backend logic using Java (Spring Boot) in a monolithic REST API
* Implemented dynamic map integration with Google Maps API to display registered charity institutions
* Developed donation flow with item selection and QR code generation for validation
* Built frontend interface using HTML, CSS, and JavaScript
* Integrated token-based authentication with JWT for secure user sessions
* Enabled donation-to-rewards system granting loyalty points (OXXO) to users after validated donations

**Skills & Interests**

**Technical:** Git, GitHub, Docker, Docker Compose, Python, Flask, Java, Spring Boot, Angular, React, Tailwind CSS

**Language:** English (fluent), Spanish (native), Portuguese (beginner)

**Interests:** Game development in C++