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## Work Experience

### **Visteon Corporation**

Ago. 2022 - Present

#### ***Software Engineer***

##### *HMI Developer & Internal Tools Architect*

- Key role in the development of v363, v710, v769 & p758 ford programs HMI.
- Led code reviews and static analysis to uphold quality standards.
- Proactively reviewed and analyzed requirements to deliver solid solutions.
- Participated in CES concepts, representing the company's solutions.
- Led the upgrade of existing legacy frameworks to enhance efficiency and alleviate workflow pain points.
- Led the creation of new tools and frameworks to enhance developer productivity.
- Skills in Unix, IPC, CAN, Networking, reverse engineering data analysis and data engineering for internal projects.

### **Freelance Developer**

Ene. 2021 - Feb 2023

#### ***Team Lead***

- Coordinated a team of 4 developers to create software solutions for small and medium-sized businesses.
- Developed custom applications that helped clients to improve internal processes and increase revenue.
- Implemented Agile workflows in the team.
- Focus on fulfill customer needs & delivering a reliable solution.
- Designed a management platform for a retail store that increased sales by 15%

### **CIDESI**

Ago. 2021 - March 2022

#### ***Intern***

##### *Social Service*

- Computer vision algorithms implementation and theory in Python and Matlab
- Search & Cleaning of free flowers images for the validation of a flower-counting algorithm
- Creation of a open Dataset of flower images.
- Said Dataset allowed researchers to improve the accuracy of the flower-counting algorithm by 20%
- Cleaning, segmentation & counting of flowers via Computer vision algorithms and frameworks.

## Education

### **Tecnológico Nacional de México Campus Querétaro**

2017-2023

*Computer engineering, with specialization in distributed systems.*

## Skills

**Programming Languages** C#/F#, C/C++, Python, Go, Rust, Swift, Java, Kotlin, SQL, Bash, Powershell.

**Developer Tools** CANalyzer, Git, GitHub, Jira, GDB, RenderDoc, Unity, Godot, Blender.

**Operating Systems** Windows, MacOS, Linux, QNX.

**Frameworks** WPF, AvaloniaUI, QT, Robot Framework, OpenCV, TensorFlow, FastApi.

**Languages** Spanish, English.

**Soft Technical Skills** Data Analysis (Collecting, Processing & interpreting)

Project Management (Planning, Organizing & Executing)

Technical Writing (Writing clear & concise technical documentation)

Presentation Skills (Communicating technical information effectively to all audiences)

**Technical Interests** Compilers, Operating Systems, Artificial Intelligence, Game Engines, Functional Programming.