Luis Ángel Gutiérrez P.

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Full Stack Developer with a solid foundation in software and data engineering, complemented by a strong sense of design and usability. Passionate about building scalable, user-focused applications from frontend to backend. I am characterized by combining technical precision with creativity to solve problems and generate high-impact solutions. I enjoy working in dynamic and collaborative environments, continuously learning and adding value to projects. My main motivation is to use technology to create real value for users and organizations.

PROFESSIONAL EXPERIENCE

Encora Inc.Spark Intern

Yucatán, México March 2025 – present

- Developed a To-Do List application with Spring Boot (Java) and React (TypeScript), including business rules, validations, and unit/integration tests.
- Designed and implemented a flight search application using a third-party API, managing OAuth authentication with Spring Boot Web Client, optimizing requests through caching, and building a robust frontend in React + TypeScript.
- Collaborated on internal projects applying testing, CI/CD, technical documentation, and Docker, following software architecture best practices.
- Applied SOLID and DRY principles along with design patterns to ensure maintainability and quality.
- Contributed to open-source projects by creating well-documented and reviewed pull requests, as well as frontend and backend improvements.

Banco de Alimentos de México (Mérida)

Yucatán, México September 2024 – present

FullStack Mobile Developer

- Lead a team of 4 developers using agile methodology to ensure iterative, highquality deliverables.
- Managed workflow through GitHub Projects, issue templates, and pull requests, improving traceability and task organization.
- Built a mobile application with Expo (React Native) and Flask (Python) backend, optimizing food distribution prioritization and cold storage temperature monitoring.
- Documented processes and proposed architectural improvements to enable scalability across multiple locations and integrate real-time monitoring with MQTT/WebSockets.

EDUCACATION

UNIVERSIDAD ANÁHUAC MAYAB

Yucatán, México August 2022 – present

B.Eng. in Information Technologies and Digital Business

SELECTED PROJECTS

Web Portfolio (Astro) - 2025 - Present

- Designed and developed a static site with Astro and TypeScript, optimized with island architecture to reduce JavaScript load.
- Implemented internationalization (i18n) in English and Spanish.
- Ensured accessibility and performance for a smooth, scalable experience.
 Available at: https://gupiluan.github.io/

Jakay (Mobile video game developed using Unity) - 2023

- Developed a multiplayer air-hockey-style game in Unity (C#), with scoring system and puck customization.
- Built AI for single-player mode to dynamically respond to player actions.
- Integrated Photon Framework for multiplayer and used GitHub for version control.

MayaBite (University Delivery App) - 2024

- Designed and built a mobile food ordering app for university students as part of a mobile development course.
- Implemented navigation, menu management, and order flow with a user-centered approach.

TECHNICAL SKILLS

- Languages: JavaScript (ES6+), TypeScript, Python, Java, C# (Unity)
- Frontend / Mobile: React, React Native (Expo), Vite, Tailwind, CSS
- Backend: Flask (Python), Spring Boot (Java), Express
- Databases: MongoDB, MySQL, PostgreSQL, SQL
- Messaging / Real-time: WebSockets, MQTT (e.g., HiveMQ)
- Cloud / DevOps: AWS & Azure (basic), Docker, CI/CD (GitHub Actions / pipelines)
- Principles: SOLID, DRY, design patterns, testing & documentation best practices
- Tools: Git/GitHub (PRs, reviews), Docker, Vite, Astro

LANGUAGES

- Spanish (native).
- English: Professional working proficiency (B2/C1) capable of technical documentation and presentations

CERTIFICATIONS

- 2025, Gen AI Training Path Foundational
- 2025, Gen AI Training Path Technical Track
- 2024, CCNA: Enterprise Networking, Security, and Automation
- 2023, CCNA: Introduction to Networks