## Klaus Manuel Cedillo Arredondo

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## Skills

- C# | Java | JavaScript | TypeScript | C++ | C | MySQL | Node | Express | React | jQuery | Git | Unity 2D | Game Development
- Microservices | Frontend | Backend | Full-Stack | English and Spanish
- Leadership | Teamwork | Problem Solving | Creativity | Attention to Detail | Adaptability | Communication Skills

#### Experience \_

CDMX, Mexico 01/2024 - Current Software Engineer <u>Panoptimize</u>

- Contribute to the design of the mainframe of the website.
- Helped build the software arquitecture, database structure and frameworks used.
- Build many of the front-end components, storybooks and pages.
- Establish endpoints for all CRUD operations in the database.

## Fullstack Developer

The Pueblito

CDMX, Mexico 01/2024 - 05/2024

- Created the Figma design, which served as the primary blueprint for the front-end development process.
- Proposed the database scheme as well as the transactions that would be used to move the information.
- Develop algorithms to determine the shortest routes for the messengers while maximazing the number of packages delivered.
- Build the backend, endpoints and models used for the transactions

## Mobile App Developer

SEL4C

CDMX. Mexico 01/2023 - 06/2023

- Proposed mechanics easy and friendly to the user that addapted based on the initial diagnosis
- Developed the administrador page to manage and review results of the app
- Created the database and endpoints that connect to the app

Game Developer

CDMX. Mexico 07/2022 - 12/2022

- Used Unity to generate a unique game that is both fun and educational for children.
- In charge of security of the web app, including password encryptation and hacking prevention, such as brute force.

Main Programmer

Nautilus 4010

Texas, USA Calgary, Canada

01/2021 - 06/2021

CDMX, Mexico

- Created the controller of the robot used to participate in internatinal competions of First Robotics Competition.
- Worked with multiple sistems such as gryoscope, air compression systems and omnidirectional wheels.
- Participated in educational campaigns for schools to invite them into STEM careers.

#### Education

# **Computer Technologies Engineering**

Tecnologíco de Monterrey

CDMX

06/2021 - Current

• Specialization in Game Development

#### Projects \_

- Congress Library: An project that helps you find resources through the use of the Congress Library API.
- Weather Search: An weather forecast of the entire world in realtime and subsequent days.
- TMDB: An database full of movies ordered by relevance, best rated and use of local storage for favorite ones.
- Portfolio: A combination of tailwind and javascript to showcase my most relevant projects in an elegant and stylish way.

## Mentorship \_

Computer Science: Programming | Data Structure and Algorithms | Professional Portfolio

## Others\_

- Chariman's Award: Won the Chairman's award as the Nautilus 4010 team for our community service projects involving technology
- Certificate of English Language Proficiency B2