Ledvin Manuel Leiva Mata

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Education

Tecnológico de Costa Rica   Cartago, Costa Rica
Bachelor of Engineering in Computer Science   Graduation Date: Dec 2026
Relevant Coursework:

- **Software Development & Engineering:** Object-Oriented Programming (Java), Software Architecture, Design Patterns, UI/UX Principles, Agile Development.
- **Data Structures & Algorithms:** Linked Lists, Trees, Graphs, Sorting & Searching Algorithms, Big O Notation, Algorithmic Optimization.
- **Database Management:** SQL & NoSQL (PostgreSQL, MongoDB, Neo4j, Redis), Database Optimization, Indexing, Transactions & Concurrency.
- **Cloud & Distributed Systems:** AWS, Kafka, Microservices, Serverless Computing.
- **Operating Systems & Computer Architecture:** Memory Management, Concurrency, Parallel Processing, Embedded Systems.
- **Programming Paradigms:** Procedural, Functional, Logic-based, and Object-Oriented Programming.

Colegio Científico de Costa Rica   Pérez Zeledón, Costa Rica
GPA: 96/100   Dec 2022
Honors & Achievements:

- **Second Place – Feria Cientifica de Costa Rica** for *MyTourCR*, a software solution for Costa Rican tourism.
- **9th Highest Admission Score** for entry into the **Technological Institute of Costa Rica (TEC)**.
- **Top 100 Admission Scores** for entry into the **University of Costa Rica (UCR)**.
- **Astronomy & Astrophysics Olympiad: Top 2 (2021), Honorable Mention (2022)**.

Experience

Club Tijuana Xolos   Tijuana, MX - Remote

Community Manager   Jun 2021 – Apr 2023

- Led the rebranding of **Lazer to E-Xolos LAZER**, collaborating with the design team to develop a new brand identity and managing all social media content.
- Created and executed **data-driven social media strategies**, increasing brand awareness and engagement with the target audience.
- Managed content creation from **copywriting to graphic design**, ensuring consistency across all platforms.
- Achieved **+7,000 followers in just three months** and **over 100K total engagements** throughout the campaign.
- Utilized **Photoshop, Meta Business Suite, Google Analytics, and X (Twitter)** to track and optimize performance.

5CA (2K Games)   Netherlands - Remote
Support Agent   Aug 2024 – Feb 2025

- Provided **technical support and in-game assistance** for players, troubleshooting account issues and resolving technical problems.
- Assisted users with **game-related queries, account recovery, and troubleshooting across multiple platforms**.
- Worked with **Zendesk, Teams, Verint, GoLance, Confluence, and Slack** to ensure efficient case resolution and communication.

Freelance Remote
Software Developer Jan 2021 - Present

- Developed **full-stack software solutions** for various projects, specializing in **backend architecture, API integration, and frontend development**.
- Designed and optimized **scalable server architectures**, implementing **data structures, algorithm analysis, and design patterns** for high-performance applications.
- Built and deployed **websites and custom software** for small to medium-sized businesses, ensuring seamless integration with databases and cloud platforms.
- Managed **cloud-based deployments** using **AWS, Microsoft Azure, and Linux servers**, optimizing infrastructure for reliability and efficiency.
- Developed applications using **React.js, Node.js, Python, Java, C++, and SQL-based databases (PostgreSQL, MySQL, Microsoft SQL Server, MongoDB, Neo4j, Redis)**.
- Worked with **DevOps tools** like **Nginx, Docker, GitHub, and Postman API** to automate workflows and enhance software deployment.

Leadership & Activities

TEC Space Hybrid (Cartago - Remote)
Rocketry Team Lead un 2024 - Present

- Lead all aspects of **rocketry development**, including propulsion, avionics, recovery, and design.
- Oversee projects aimed at reaching the **Kármán Line**, positioning TEC Space as the **first LATAM student organization** to achieve this milestone.
- Apply expertise in **aerospace engineering, propulsion systems, aerodynamics, and avionics**, utilizing tools such as **SOLIDWORKS, OpenRocket, MATLAB, and Microsoft Project**.

Tecnológico de Costa Rica On-site (Cartago - Costa Rica)
Mentor 2024

- Provided guidance and mentorship to **new students in the Computer Engineering program**, assisting them in their academic and professional transition.

Skills & Interests

Technical Skills

Advanced (Highly Proficient – Daily Use & Deep Knowledge)

- **Programming Languages:** Python, JavaScript, SQL, Java, C++
- **Frontend Development:** React.js, HTML, CSS, HTML5
- **Backend Development:** Node.js, Flask, PHP
- **Databases:** PostgreSQL, MySQL, Microsoft SQL Server, MongoDB, Neo4j, Redis
- **Cloud & DevOps:** AWS, Microsoft Azure, Nginx, Linux Server, Virtual Private Servers (VPS), Cloudflare, Docker
- **Software & Tools:** GitHub, Postman API, Microsoft Office, Confluence, Zendesk, Microsoft Project

Intermediate (Regular Use – Strong Understanding but Less Frequent)

- **3D Modeling & Engineering:** SOLIDWORKS, OpenRocket, MATLAB
- **Game Development:** Unity, Unreal Engine, C#
- **Algorithmic Thinking:** Data Structures, Algorithm Analysis
- **Video Editing & Design:** Adobe Photoshop, Adobe Premiere Pro, After Effects, Figma
- **SEO & Business Tools:** Search Engine Optimization (SEO), Business Administration

Basic (Familiar – Used in Some Projects, Open to Mastering Further)

- **Programming Paradigms:** Assembly Language
- **Scientific & Engineering Applications:** Astrophysics, Aerodynamics, Physics, Mathematics

Language Skills

- **English: Advanced/Fluent (C1/C2) – Used daily in professional environments**
- **Spanish: Native**

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Interests
- **Aerospace engineering and rocketry**
- **Software architecture and optimization**
- **Cloud computing and scalable infrastructure**
- **Competitive programming and algorithmic challenges**
- **UI/UX design and digital product development**
- **Business strategy and entrepreneurship**
- **Video editing and multimedia content creation**