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|  | **Luis Armando LIRA GONZÁLEZ** |  |
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| EDUCATION |  |  |

**Course Alura LATAM** April 2023 - October 2023

*JR Software Developer Certificate of Completion*

**University ESIME CULHUACAN - IPN**  Spring 2010 - Fall 2015

*Bachelor of Communications and Electronics Engineering Diploma of termination*

# WORK EXPERIENCE

**AT&T México** CDMX, México

*Cloud and Automation Engineer* September 2022 - Present

* Designed and developed the client-side web application for project X; implemented using React.js alongside Facebook’s

Flux data model.

* Improved latency of project X core module by 30%, resulting in compute savings of up to $2K usd/month.
* Developed flax, a library for optimizing the workflow of a React.js + Flux based application development.
* Implemented a retention mechanism for unused data in our storage accounts, resulting in faster list times and savings of

~$1K usd/month.

**Telefonica Movistar México** CDMX, México

*Switch Engineer* September 2019 – September 2022

* Developed a prototype of a multi-platform cognitive behavioral therapy RPG game using the Unity engine.
* Created a localization framework that would allow for our games to be easily translated to other languages. This framework was used in 2 other games being developed by Company B and was estimated to reduce localization times by 50%+.
* Main code reviewer for Unity LRP for AR applications.

**CYS Telefonica México** CDMX, México

*RF and TX Engineer July 2017 -* September 2019

* Helped refactoring the client-side web application by using React.js alongside Facebook’s Flux data model.
* Heavily used npm JavaScript modules and learned web development good practices.
* Gave a technical presentation to 30+ engineers on my project, from core modules to documentation and where I envisioned the project to go after the internship ended.
* Learned about Git, JavaScript, React, and the team’s entire SDLC.

# MAJOR PROJECTS

**MC-Traker Web Scraping Tool** 2024

*A Python-Tkinter console program to obtain fuel level history from AT&T sites that have a sensor, through an API provided by the MC-Trakers page.*

* Designed and developed using Python, Tkinter, requests and pandas.
* The tool allows you to choose one or more sites, date ranges and download to a .csv file or upload to a DB.

**HeadCount AVP Transport & FOPS Web Page** 2019

*A Iquall MAT Web Page*

* Led a team of 4 engineers to win second place at our University’s Entrepreneurship Contest.
* Created and trained a convolutional neural network using PyTorch for character recognition, which achieved 97% accuracy.
* Implemented basic error correction by using NLTK corpus in different languages.

# SKILLS

## PROGRAMMING LANGUAGES TECHNOLOGIES

1 years: Java

2 years: Python

6 months: Python, PHP, Matlab/Octave

HTML, CSS, JQuery, React, node.js, Express, socket.io, redis.io, SQL, MongoDB (NoSQL), Git, Amazon Web Services (AWS), Cygwin, Unix/Bash, Android SDK, JUnit, Unity3D, Docker, PyTorch.

## AWARDS ONLINE COURSES

2nd Place Team at Microsoft College Code Competition (2019) Silver Medal in the National Physics Olympiad (2015, 2016)

Algorithms: Design and Analysis Part 1 (Stanford, 2016), Mobile Applications to Android (UMD, 2014), Machine Learning (Stanford, 2013), Startup Engineering (Stanford, 2013), Gamification (UPenn, 2012) and Programming in Python (Rice, 2012)