Alejandro Méndez Rojas

Guanajuato, Mexico
[LinkedIn]
[Portfolio]

My formation was centered mostly as a mathematician. It has helped me to develop my problem solving skills, between other things. I also have a formation in Computer Science including algorithms, numerical analysis and optimization. I have learned C/C++ but I am more comfortable with Python. Right now I am learning web development and I am also interested in learning more about languages like Java and Go.

WORK EXPERIENCE

Oracle | Software Engineer   September 2021 – March 2022 | Guadalajara, Mexico

- Worked as a member of the Database Cloud Test Development Team. The team has members in Mexico (Guadalajara, Jalisco), India (India Development Center) and the United States of America (headquarters).
- Executed flows for End to End E2E testing on Exadata Cloud at Customer, exploring errors after finding them, creating detailed reports including how it was found, message errors and what related instances failed in the same way. This process helped the Database developing team to efficiently identify and solve bugs in the product.

TECHNICAL SKILLS

Programming Languages:

- Python 4 years (school and personal projects)
- C/C++ 2 years (school projects)
- Go
- JavaScript
- html/css

Technologies:
- SQL/PostgreSQL
- Git/Github
- PyQt5
- Pygame
- React

PERSONAL PROJECTS

- **MULTI-CLIPBOARD**   ([Github project])

  Developed a desktop tool to save data (identified with keyword) and add notes to keep clear the importance of the data. This tool allows the user to add, update and delete information in a clipboard format. The implementation of a GUI makes the program more intuitive and simple to use. It took a few weeks to develop the back-end and front-end. The technologies used are Python, github and the GUI is based on PyQt5.

- **Ricochet robots** (boardgame)   ([Github project])   ([Game explanation])

  Developed a desktop game to represent the "Ricochet robots" board game. The implementation used Pygame. It took around 2 months to develop the back-end and front-end of the game. The technologies used are Python, Github and Pygame.

CERTIFICATIONS AND LEADERSHIP

- Complete Python Developer in 2023: Zero to Mastery course ([link])
- Participation in the 13th workshop for industrial problems solving (SPI) in CIMAT.
- Complete web Developer in 2023: Zero to Mastery course
- English - Advanced ([104 iBT])

EDUCATION

Mathematics Research Center CIMAT, **MSc Applied Mathematics**
August 2018 – June 2020   Guanajuato, Mexico

University of Guanajuato, **BSc Mathematics**
August 2011 – July 2018   Guanajuato, Mexico