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Computer Systems Engineer

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EXPERIENCE

Application Developer – PSL
October 2022 - Today

I have been working with various applications at PSL, principally being a fundamental part of the development team (mainly focused on the Front-End side) of one of the most important application at the company, which involves the use of AI. All this applying our knowledge in **React**, **Redux**, **MUI**, and therefore **JavaScript**. Achieving robust, well-structured and scalable code with a better project development methodology.

JSNation & React Summit – NY, US
November 2024

Assisted to the JavaScript and React biggest conferences in the US, which gathers developers around the world, featuring the latest news and trends of those languages, authors of innovative and important technologies.

Full Stack Developer – HIXSA
January 2022 - September 2022

I was part of the development team at HIXSA, where we focused in constant technology updates of projects, platforms and products HIXSA uses and provides, making use of technologies such as **React.js**, **Java** and **MySql**. We were also developing an application (**React**, **Node.js** and **MySql**) which would help the area of Human Resources. Finally, we designed a practical test made to evaluate the knowledge of **React**, **Node.js** and **SQL** from new candidates for the company.

Full Stack Developer – Ideen MX
September 2020 – December 2021

I was part of the development team at Ideen, we built an application (**Flutter** with **Firebase**) which helps women keep track of their menstrual cycle. Together with a web platform (**Vue.js** and **Firebase**) focused on doctors managing appointments and contacts. As well as a system (**Flutter** and **Firebase**) which manages the main operations of a local marketer.

Academic Excellence
Terms 2018/1, 2018/2, 2019/1, 2019/2, 2020/1, 2020/2, 2021/1

Student member of Academic Excellence in Computer Systems Engineering educational program.

Competition Robot Simulator
January – May 2017

I programmed a simulator of the FIRST Steamworks competition (**Unity – C#**) as a contribution to the team, Tecbot 3158. It was based on the physics, controls and movement of the Robot used in the real competition, with the main objective of avoiding material expenses in driver training.

EDUCATION

2017 - 2021 — **University** - Computer Systems Engineering
Instituto Politécnico Nacional
Escuela Superior de Cómputo

2014 - 2017 — **High School**
Tecnológico de Monterrey
Campus Toluca Sede Metepec

OBJECTIVE

I am dedicated to increase and apply my expertise in the technological field to develop innovative applications which make a meaningful impact on users' lives, through creative and efficient solutions.

CERTIFICATES

- **Front-End Web UI** Bootstrap 4, MUI
- **Front-End Web Development** React
- **Mobile App Development** React Native, Dart (Flutter)
- **JavaScript ES6**
- **Testing** Jest, Vitest
- **Security Awareness**

LANGUAGE

English — Advanced - C1 (633 TOEFL Score)

German — Basic - A2

VOLUNTEERING

I participated in more than 6 constructions of emergency living places for poverty-stricken people in the communities of Santa Ana Jilotzingo, Joquicingo de León Guzmán, San Pedro Zictepec, Cóporo and Tlachaloya, with an organization named "Techo".

I also collaborated in two money raisings for "Techo", which was used for the materials at the emergency living places built around the country.