Sebastian Espinoza Farías

Software Engineering Student

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SUMMARY

Software Engineering Student with a strong passion for software development and with an interest in project management, allowing me to approach challenges with an organized mindset. I am highly adaptable, quickly learning new technologies and thriving in fast-paced environments. My teamwork ethic is a core strength, and I enjoy stepping into leadership roles while maintaining respect and appreciation for the contributions of others. I bring both technical expertise and a collaborative, solutions-oriented approach to every project I take part of.

EDUCATION

High School	**August 2019 – May 2022**	**College**	**Graduation Date (June 2026)**
Tecnológico de Monterrey		Tecnológico de Monterrey	
Multicultural Program.		Software Engineer 5th Semester	GPA: 91/100

Related Coursework: Data Structures & Algorithms, Intro to Multi-agent AI systems, Combinatorics, Mobile development, Object-Oriented Programming, Game development, web development

EXPERIENCE

ZAZIL | Mobile App - Administrator Web Development   July 2024 - December 2024

Developed a scalable e-commerce mobile application for "Todas Brillamos" integrating features like a menstrual calendar, Meta's LLAMA-3 AI chatbot for health advice, and a digital store with STRIPE integration for secure transactions. Built a secure backend on Digital Ocean and collaborated on an admin web platform using React.js and JavaScript for managing orders, posts, and user data. The project enhanced operational efficiency and user engagement, enhancing the enterprise's growth and digital presence.
Technologies used: LLAMA-3 AI, Android Studio, React.js, JavaScript, Stripe, SQL, Digital Ocean, Jetpack Compose.

VERQOR Fintech | Videogame and Web Development   January 2024 - July 2024

Developed a video game using Unity engine to support Verqor, a Fintech enterprise, in expanding into new markets by improving user engagement and brand visibility. Built a comprehensive web platform with an administrator system and data management capabilities, enabling real-time analytics of user activity and game-generated data. Designed and implemented the database, wrote game code, and developed the front-end interface to display business insights and analytics. Ensured scalability, security, and user-friendliness, contributing to Verqor's growth initiatives.
Technologies used: C++, C#, SQL, HTML, CSS, JavaScript, Unity Engine

COMPETITIONS

Hackathon Banorte | Google Cloud

Developed a multi-agent AI system leveraging Vertex AI to deliver hyper-personalized financial advice, enhancing user engagement through tailored insights and solutions. As part of a five-member team, I contributed to training and coding AI agents while also developing the React-based web interface. Successfully implemented the solution, leading to a finals placement in the competition and strengthening my ability to work under pressure in a fast-paced, collaborative environment.

SKILLS

HARD SKILLS			SOFT SKILLS		LANGUAGES
C++	Excel	Github	Leadership	Communication	Spanish (Native)
Python	Jira	JavaScript	Adaptability	Problem Solving	Advanced English (C1)
SQL	React.js	Agile workflow	Teamwork	Organization	German (A1)

INTERESTS

- Travelling
- Cinema Enthusiast
- Coding videogames
- Cooking