Alejandro Sarmiento Rivera

Systems Engineering and Computer Science
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PROFILE

Applicant for internship in the Systems Engineering and Computer Science program, very passionate about technology and software development. I like to think and design efficient and scalable solutions. Actually, I'm focusing on exploring and learning about video game development using Unity.

I've experience in backend development using C#, optimizing database queries, microservices architecture management, Azure Cloud technology management, and technology usage assistance. Also, I explored the usage of ElasticSearch for recommendation systems and intelligent searches.

My goal is to combine the technical skills I've acquired over time with my passion for video games to develop innovative interactive experiences.

EDUCATION

- **Hispanoamericano Santiago de Cali** — Cali, Colombia
  Bachelorship - Secondary Education; GPA: 4.5/5 — *Jul 2021*

- **Pontificia Universidad Javeriana Cali** — Cali, Colombia
  Systems Engineering and Computer Science Undergraduate; GPA: 4.56/5 — *Jul 2021 – present*

EXPERIENCE

- **Pontificia Universidad Javeriana Cali** — Cali, Colombia
  Research Assistant — *Aug 2024 – Nov 2024*
  Participation in an investigation directed by PhD. Andrés Adolfo Navarro Newball for exploring the usage of Generative Artificial Intelligence in 3D modeling.

- **Fundación Donarte** — Cali, Colombia
  IT Support — *Jan 2024 – present*
  User Assistance on technologies and applications usages. Diagnosis and problem solving of devices and networks. Server and database management. Configuration and maintenance of Linux operating systems in the cloud. Evaluation of new technologies for processes optimizing.

- **Fundación Donarte** — Cali, Colombia
  Software Architect — *Dec 2024 – present*
  Selection of programming languages, databases, frameworks, and organization and structure designing

- **Fundación Donarte** — Cali, Colombia
  Back-End Developer — *Dec 2024 – present*
  Development of all the logistics behind a website using primarily a microservices model in .NET Core.

- **Instituto Mayor Campesino** — Buga, Colombia
  Back-End Developer — *Jan 2025 – Jul 2025*
  Development of all logistics based on software responsible for storing and organizing data of users linked to the institute.

- **Instituto de Niños Ciegos y Sordos** — Cali, Colombia
  Degree Project — *Jul 2025 – present*
  Development of a prototype immersive virtual reality system that tells a story with the goal of promoting environmental culture and values for children between 5 and 12 years old with sensory diversity. Software tools such as Unity 6 and C#, and hardware tools such as MetaQuest 3 headsets, will be used.

ACADEMIC EXPERIENCE

- **2023**: Creation of a virtual enviroment that allows to represent a vision about The Odyssey's CyclopLand described by Homero. Software tools such as Unity 6 for visual section and C# language for gameplay logic.
- **2024**: Development of a Stop Motion video combined with 3D animation using the Blender tool for the telling of a short story.
- **2023 − 2025**: Emphasis on systems engineering and computing focused on video game, animation, and audio development.
- **2023 − 2025**: Complementary systems engineering and computing program focused on database management and the use of cloud tools.
- **2025**: Development of a survival horror video game that challenges the player to find all the needed elements to escape from a beast.

Achievements and Recognitions

- **2021 – present**: Magis Esperanza Scholarship's winner.
- **2023**: Outstanding Qualification Recognition for the Data Structure Course.
- **2024**: Outstanding Qualification Recognition for the Algorithm Analysis and Design Course.
- **2025**: AWS Academy Graduate Certificate - AWS Academy Cloud Foundations.

Languages

- **Spanish**: Native
- **English**: B1
- **Italian**: A1

Habilidades

- **Skills**: Problem Solving, Intellectual Curiosity, Analytical and Logical Thinking, Autonomy and Proactivity, Focus on Results, Applied Creativity, Learning and Adaptability, Clear and Focused Communication, Collaboration and Teamwork.

- **Personal**: Cloud Services, Animation, Visual Arts, Stop Motion, Research, Artificial Intelligence, 3D Modeling, Computer Graphics, Microservices, Encryption, Software Architecture Patterns, Networking, Cloud Computing.

- **Languages**: Python (Advanced), C (Basic), C++ (Intermediate), C# (Advanced), JavaScript (Intermediate), PHP (Basic), HTML (Intermediate), CSS (Intermediate), SQL (Advanced), R (Basic), Latex (Intermediate), YAML (Basic), Lua (Basic), NoSQL (Intermediate).

- **Technologies**: GIT, GitHub, ReactJS, Streamlit, .NET Core, ASP.NET Core, EF Core, MySQL, SQL Server, MongoDB, Docker, Azure, ChatGPT, VSCode, Visual Studio 2022, Google Colab, Unity, Unreal Engine, AWS, Blender, Microsoft Office, Canva, DeepSeek, GitHub Actions, Moodle, Wordpress, Linux, Windows, ClipChamp.