

Vicente Javier Viera Guízar

Software Engineer

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About Me

Highly motivated Software Engineer with a strong foundation computer science. Passionate about developing innovative solutions and continuously improving my skills. Experienced in working on complex projects and committed to delivering high-quality results; excelling in dynamic, collaborative environments.

Experience

Brainiac Web Research Intern | *Node.js, TypeScript, Three.js, GLSL* Oct 2023 – Nov 2023
3D Brain zones activation interactive visualization.

- Loaded brain 3D model and brain connections from vertex arrays using **Node.js**.
- Added Interactivity to the visualization and lighting with **Three.js**.
- Implemented an approximation of a 3D Voronoi diagram algorithm to highlight activated brain's zones.

Exposed the results of a neuro-science research results on imagined speech.

IBM PowerDash | *Nextjs, TypeScript, tRPC, Prisma, Tailwindcss, PowerShell* Feb 2023 – Oct 2023
Web dashboard application development.

- Designed and implemented reusable core UI component library using **React** and **Tailwindcss**.
- Used **tRPC** to handle backend routes to fetch real-time data into UI components.
- Implemented a **SCRUM** methodology in the project development cycle.

Optimized team's certifications tracking and team creation.

Education

Instituto Tecnológico de Estudios Superiores de Monterrey Aug 2020 – Jun 2024
Bachelor of Science in Computer Science and Technology

- **GPA:** 92.83
- **Relevant Coursework:** Algorithms and data structures, Computer graphics, Linear algebra.

Certifications

- Foundations of Coding Full-Stack | *Microsoft*
- Introduction to Programming With C# | *Microsoft*
- Software Systems Developer | *Tecnológico de Monterrey*
- Computational Infrastructure Implementation | *Tecnológico de Monterrey*
- Research Internship | *Tecnológico de Monterrey*

Technologies

- **Languages:** C, C++, C#, JavaScript, TypeScript, HTML, CSS, PowerShell.
- **Frameworks:** Astro, Next.js, React, React Native, Svelte, Tailwind, SDL2, GLFW, OpenGL, .NET.
- **Libraries:** Boost, ImGui, glbinding.
- **Developer Tools:** CMake, Make, minGW/MSVC/Clang LLVM, gdb, VCPKG, Git, GitHub, Markdown, Visual Studio, Visual Studio Code, Figma.

Languages

Spanish(Native) | English(C1/TOEFL ITP) | French(Basic)