

ALEXIS AGUIRRE ALANÍS

B.S. in Computer Science and Technology

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Education

Tecnológico de Monterrey

Bachelor of Science in Computer Science and Technology · GPA: 3.9/4.0 (97.6/100)

Aug. 2023 – Jun. 2027 (Expected)

Monterrey, Nuevo León

Relevant Coursework

- Computational Thinking and Programming.
- Object-Oriented Programming.
- Programming of Data Structures & Fundamental Algorithms.
- Modeling of Minimum Systems &
- Computational Architectures.
- Software Construction & Decision Making.
- Integration of Computer Security in Networks and Systems.
- Modeling of Multi-Agent Systems with
- Computer Graphics.
- Implementation of the Internet of Things.
- Analysis and Design of Advanced Algorithms.

Projects

LEXA Studios – Learn Hub | Microsoft SQL Server, HTML, CSS, JavaScript, C#, Gemini AI Mar. 2025 – Present

- Built an educational platform using “serious games” to gamify academic and well-being tasks, with a SQL Server back-end, interactive WebGL modules, and Gemini AI-powered adaptive content.
- The platform was implemented for public testing by several students and schools in Mexico and Brazil.
- Winner of the first prize for Software Prototype in “ExpoIngenierías”, the official engineering fair of the Tecnológico de Monterrey. And second place in the category “Project with the greatest social impact”.

Chessmotes | React, CSS, WebSocket, Node.js, MongoDB Atlas

June 2025

- Developed a browser extension for Chess.com that injects a React-based UI, allowing users to “launch” emotes in real time during games, akin to Clash Royale.
- A server was deployed on Render.com to link the active Chess.com account with the extension.

WasteWise | Arduino IDE, MySQL Workbench, HTML, CSS, JavaScript, C#

Nov. 2024

- Engineered an IoT-enabled smart container measuring weight, temperature, fill-level, and lid-openings, and created a web dashboard to display live sensor metrics from MySQL.
- The container was intended to prevent user-container contact, as well as a gas detection system to prevent illness and a contaminated environment through real-time dashboard updates.

BetterCLC | C++, SFML, WINAPI

May. 2025

- Developed a Windows calculator app in C++ with SFML and WINAPI, enabling users to “program” custom functions for complex operations and store them for quick access.
- The application got 150 downloads on itch.io, and was a widely used application within my group of data science and mechatronics friends.

Technical Skills

Languages: C/C++, C#, Python, Java, HTML/CSS, JavaScript, SQL, R, MatLab.

Developer Tools: Visual Studio, Visual Studio Code, CLion, PgAdmin, SQL Server Management Studio.

Technologies/Frameworks: Linux, Git, GitHub, Node.js, React, Proton, Bootstrap, Angular, SFML, WINAPI.

Other: Agile / Scrum, UML, REST APIs, WebSockets

Certifications & Achievements

Certifications

- Agile Explorer Badge (IBM SkillsBuild) — Apr. 2025
- Artificial Intelligence Fundamentals (IBM SkillsBuild) — May 2025
- Foundational C# with Microsoft (Microsoft) — Jun. 2025
- IBM Z Xplore – Concepts (IBM) — Dec. 2024
- Google Cloud Computing Foundations (Google Cloud) — Apr. 2024

Achievements

- DSC Datathon – Honorable Mention, May 2025
- ExpoIngenierías Software Prototype Category – Winner (1st Place), Jun. 2025
- ExpoIngenierías Project with the Most Social Impact – Runner-Up (2nd Place), Jun. 2025
- WBAN Solution “Serious Games: Chaotic Campus” – Best Award, Jun. 2025
- Accenture “CoderDojo” – Winner (1st Place), Jun. 2023
- Tecnológico de Monterrey “Leaders of Tomorrow” Scholarship – May 2023