AXEL PATRICIO DE GYVES GARCIA

BACHELOR'S IN COMPUTER SCIENCE AND TECHNOLOGY

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Professional Summary

Innovative computer science student with a strong foundation in full-stack and mobile development, specializing in creating scalable and user-focused solutions. Proven experience in collaborating with global teams to deliver high-impact projects in diverse industries, including telecommunications, education, and nonprofit sectors. Demonstrated ability to drive digital transformation initiatives, enhance system security, and streamline operations through advanced programming and agile methodologies. Eager to apply technical skills and a problem-solving mindset to contribute to cutting-edge projects in dynamic development environments.

Education

Tecnológico de Monterrey, Campus Monterrey   **Estimated Graduation Date:** June 2027

Bachelor's in computer science and technology (ITC) | GPA: 94/100

Experience

Cuwi

Web Developer

- Developed interactive quizzes with intuitive editing capabilities, enabling teachers to create and modify assessments efficiently.
- Designed and implemented UX/UI components, including a calendar with scheduled activities and a dynamic quiz interface, ensuring a smooth user experience for students.
- Built several React + Vite components leveraging JavaScript, TypeScript, Tailwind CSS, HTML, and CSS, and integrated Firebase for real-time data storage and user management.

Projects

LEXA Studios   Spring 2025

- Designed and developed a web platform with an embedded Unity video game, integrating a real-time leaderboard and a reward system with a virtual shop.
- Implemented a secure login and registration system using HTML, CSS, JavaScript, Bootstrap, SQL (database), and C# (Unity for the game).
- Added real-time language translation for a multilingual experience and ensured full responsiveness across all devices.
- Integrated Gemini API to provide an AI assistant that explains the game rules and answers user questions.
- Delivered a dynamic and interactive platform that combines gaming, user engagement, and educational elements with real-time data updates.

LOL Roulette   Spring 2025

- Developed a responsive web application for both desktop and mobile devices using HTML, CSS, and JavaScript.
- Integrated the League of Legends API to fetch champions and items, generating randomized builds to create unique gameplay experiences.
- Designed the project as a lightweight and interactive tool, improving skills in API integration, JavaScript logic, and responsive design.
- This project served as a hands-on exercise in working with external APIs and dynamic front-end functionality.

DFA Simulator   Spring 2025

- Developed a web application that generates a Deterministic Finite Automaton (DFA) from a given regular expression, allowing users to input an alphabet and regular expression to visualize the resulting DFA.
- Designed the front-end interface using HTML and CSS, focusing on clarity and ease of interaction.
- Built the Python backend to handle the conversion from regular expressions to DFA, leveraging libraries such as regex_to_nfa, nfa_to_dfa, draw_dfa, and deque for state processing and visualization.
- The project demonstrates knowledge in automata theory, regex processing, and full-stack integration of interactive educational tools.

Skills

- **Programming Languages:** SQL, JavaScript, HTML, CSS, Swift, Python, C++, C#, Java, TypeScript, Matlab, R.
- **Technologies:** React, React Native, Vite, Tailwind, MySQL, Spring Boot, Express, iOS, Unity, GitHub, Git, Azure, PostgreSQL.
- **Languages:** Spanish (Native), English B2

Campus Involvements

- Project Manager in Student Group (2022–2023)
- Participant in Math Competition (2023)
- FullStack Developer – Cuwi Social Service (2023)
- Hackathon Participant (2025)
- Winner – Tec de Monterrey Engineering Expo awarded 1st place in the "Social Impact" and "Software Prototype" categories. (2025)
- Honorary Mention – Tec de Monterrey DataThon (2025)