Aarón Cano

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Education

Instituto Politécnico Nacional (UPIIZ)   Zac, Mexico
Bachelor of Science in Computer Systems Engineering.   May 2025

Relevant Experience

PERSONAL PROJECT   Zacatecas, Zac
Full Stack Developer   September 2024 – Present
- Designed and developed an interactive web application for visualizing and exploring publicly available artworks.
- Built a RESTful API backend using Django for data management and CRUD operations.
- Implemented dynamic and responsive frontend using React.

INSTITUTO POLITÉCNICO NACIONAL (UPIIZ)   Zacatecas, Zac
Software Engineer   August 2023 – June 2024
- Collaborated with a 3-member team to develop a web application for statistical analysis and machine learning platform for academic research.
- Developed backend logic using Django to process CSV datasets, clean data, and train predictive models.
- Created technical documentation and user guides to facilitate system adoption and maintenance.

PERSONAL PROJECT   Villahermosa, Tabasco
Game Developer   June 2020 – April 2021
- Designed and Programmed 2 independent video games using Unity and C#.
- Created assets, user interfaces, and gameplay mechanics from scratch.
- Managed all phases of development, from concept to release.

Leadership

INSTITUTO POLITÉCNICO NACIONAL (UPIIZ)   Zacatecas, Zac
Scrum Master   August 2023 – June 2024

- Led a team of 3 developers in the successful delivery of a web-based statistical analysis platform.
- Identified and resolved blockers while ensuring adherence to Scrum principles.

Skills

Technical Skills
   Programming: Python, JavaScript, C#, SQL, CSS, HTML.
   Frameworks & Libraries: Django, React.
   Tools: Git, Visual Studio Code.

Languages
- Spanish (native)
- English (advanced)