Adelina Figueira

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EDUCATION

Simón Bolívar University   Baruta, Estado Miranda, Venezuela
Bachelor of Science in Computer Engineering   December 2025
- Thesis: Construction of a knowledge graph for reasoning about code in Large Language Models.
- Key Coursework: Data Structures and Algorithms, Object-Oriented Programming, Database Systems, Web Development, Software Engineering, Operating Systems and Functional Programming.

Courses
Online courses
- CAD101EN: Introduction to Cloud Development with HTML, CSS, and JavaScript by **IBM**
- LFS112x: Ethics in AI and Big Data by **The Linux Foundation**
- LFS110x: Business Considerations for 5G, IoT and AI by **The Linux Foundation**
- AI0101EN: AI for Everyone: Master the Basics by **IBM**

SKILLS

- **Front End**: HTML/CSS, JavaScript, React, Angular, TypeScript, SASS, Tailwind, Bootstrap.
- **Back End**: Python, Django, Flask, Node.js, SQL, MongoDB, PostgreSQL, SQLite, SQLAlchemy, Neo4j.
- **Full Stack Tools**: Git, Firebase
- **Other Languages**: C#, Haskell, R, Kotlin, Assembly.
- **LLM Tooling**: Hugging Face, LangChain, LangGraph, Vector Databases (Milvus).
- **LLM Platforms**: OpenAI (GPT-4o/3.5), Google (Gemini API).
- **Generative AI**: Prompt Engineering, RAG (Retrieval-Augmented Generation), LLM API Integration, Fine-Tuning, Multi-Modal Systems, Agent Frameworks.
- **Testing**: Jest, Selenium, Cucumber

WORK EXPERIENCE

Brightcomms
Front-end Developer   Oct-Nov 2025
- Developed user-facing features using React Native, CSS and HTML.
- Worked with version control systems like Git to manage code changes, collaborate with team members, and maintain a clean and organized code base.
- Understood business requirements and translated them into technical requirements.

Freelance
Freelance Writer   2018 - Present
- Developed strong research, analytical, and communication skills through diverse writing assignments.
- Managed multiple projects simultaneously, adhering to strict deadlines and client requirements.
- Cultivated an independent work ethic and strong self-discipline.

PROJECTS

- **Pacman Game - Tech : Assembly**. Developed a functional Pacman game using **Assembly** language, demonstrating a deep understanding of low-level programming, memory management, and system architecture. GitHub Repository
- **Language Interpreter - Tech : TypeScript**. Developed a language interpreter created in Typescript using tsPEG. GitHub Repository
- **Wordle Game - Tech : Haskell**. Developed a console based version of the Wordle game on Haskell. GitHub Repository
- **Game Dynamics - Tech: GDScript**. Developed a simple game, handling the AI of the game, including the movement, world representation, decision making, tactics and interface. GitHub Repository
- **Reservation App - Tech : Firebase, JavaScript, React, Cloudinary**. Developed a web app that allows stores to prevent food waste by looking for customers willing to buy the leftover food at the end of the day. See it LIVE

LANGUAGES

- Spanish : Native
- English : Bilingual proficiency