

Axel Daniel Padilla Reyes

+52 33 2175 2871 | mail@axelpadilla.me | axelpadilla.me | linkedin.com/in/adpadillar | github.com/adpadillar

EDUCATION

Tecnológico de Monterrey

August 2022 – June 2026 (Expected)

B.S. in Computer Science and Technology | [Link to all courses](#)

Guadalajara, Jalisco

- GPA: 96/100
- Related courses: Object Oriented Programming (C++), Algorithms and Data Structures (C++), Mathematics and Data Science for Decision Making (Python).

EXPERIENCE

Junior Web Developer

September 2023 – December 2023

SOCA Exchange

Remote – Guadalajara, Jalisco

- Built SOCA's web platform where users can exchange second hand clothes between them with a points system.
- Leveraged technologies such as React, Firebase, Vite and MUI to build a modern frontend application.
- Developed features in a 4 person team utilizing AGILE techniques, contributing to a Github repository daily.

Flutter Intern

November 2022 – January 2023

Nuclea Solutions

Remote – Guadalajara, Jalisco

- Designed and developed a social media app similar to twitter, for mobile and desktop devices using FlutterFlow.
- Introduced a schema for the Firestore database, allowing the app to handle posts, likes, comments, and follows.
- Collaborated with more developers and managers, applying their feedback to make the app better.

Freelance Web Developer

March 2021 – January 2023

See projects

Remote

- Designed and built websites for 8+ clients around the world (Mexico, the United States, Canada, and India).
- Configured websites with custom domains and other integrations like a CMS, Calendly, analytics, etc.
- Delivered a product with high satisfaction rates, maintaining a 5-star seller rating on Fiverr.

PROJECTS

NeuroSense Art | *Next.js, Python, Google Cloud Platform, Unreal Engine*

June 2023 – Present

- Collaborated in a project that reads a subject's EEG data when being auditorily stimulated and creates an artistic AI powered VR experience that simulates synesthesia.
- Implemented a machine learning classifier for determining a subject's emotions based on their EEG data when listening to music.
- Developed an API endpoint that takes the classified EEG data and prompts Stable Diffusion hosted on Google Cloud Platform to create a VR experience in Unreal Engine 5.

Deepsight: Your AI Powered Search Engine | *Python, Next.js, Weviate, OpenAI*

September 2023

- Developed a "Bring your own data" AI powered search engine to search through a users data in a natural way.
- Integrated a vector database to store PDFs, audios, and images as vectors, enabling queries of them by similarity.
- Connected GPT-4 and GPT-3.5 to the vector database to offer smart answers to user's queries on their data.

Transactions with facial recognition | *Python, Flask, Firebase, React*

September 2022

- Led the team that prototyped a payment system using a facial recognition ID to determine the recipient's address.
- Constructed the facial recognition backend with Python, opencv2, and Flask in less than 24 hours.
- Built a fullstack Next.js web application to demonstrate how the API can be consumed from the frontend.

ACTIVITIES

HackMTY | *3rd (2022), 4th (2023)*

September 2022, September 2023

- Led the teams that prototyped a transaction system with facial recognition and an AI powered search engine in 2022 and 2023 respectively.
- Placed 3rd out of 93 projects in 2022, and 4th out of 99 projects in 2023.

TECHNICAL SKILLS

Languages: Javascript, Typescript, Python, C++, Rust, Golang, Matlab, HTML, CSS

Other: React, Tailwind CSS, Next.js, Zod, tRPC, Astro, numPy, pandas, matplotlib

Developer Tools: Git, Github, Vercel, Netlify, Railway, Firebase, Google Cloud Platform, VS Code