

ALEJANDRO BRAVO

SOFTWARE ENGINEER



Chicago, IL



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[LinkedIn](#)

CORE COMPETENCIES

- Data structures and algorithms
- Version control systems
- Object-oriented programming
- Agile methodologies
- Software development tools: JIRA and Git
- Problem solving
- Teamwork and collaboration
- Android software and Unity software development

EDUCATION

BACHELOR'S DEGREE
University of Illinois – Chicago
August 2021 – May 2025

HIGH SCHOOL DIPLOMA
ITW David Speer academy
August 2017 – June 2021

PORTFOLIO

GitHub: [GitHub](#)
Personal Website: [Website](#)

PROFESSIONAL SUMMARY

Motivated computer science student and skilled programmer with experience in a wide range of languages and tools, including Java, C++, C#, Python, Kotlin, SQL, F#, Golang, Unity, Jira, and Android Studio. Proficient in both object-oriented and block-based programming. Strong foundation in software development, problem-solving, and team collaboration. Eager to apply technical knowledge in a hands-on internship or full-time software engineering role. Fluent in English and Spanish.

PROFESSIONAL EXPERIENCE

INTO THE SHADOWS

JAN 2025 – PRESENT

Team Project – First player zombie survival game.

- Designed and developed a **first-person stealth zombie survival game** in **Unity**, where players navigate dynamic environments to complete objectives undetected.
- Collaborated with a **three-member team** using **Kanban** to plan tasks and manage feature development.
- Implemented core gameplay systems and AI behaviors in **C#**, ensuring smooth player interactions and stealth mechanics.
- Integrated custom and Asset Store models to build immersive, visually engaging Map.

MONEY MAN

AUG 2024 – DEC 2024

Team Project – Personal finance tracking Android app

- Developed a **personal finance tracking Android app** that enables users to manage budgets, visualize expenses, and **sync data in real time via Firebase**
- Collaborated with a **four-member team** using **Scrum methodologies** and **JIRA** to plan sprints and track progress.
- Built backend functionality in **Kotlin** and designed the frontend using **XML**, ensuring a responsive and intuitive user interface.
- Utilized **Firebase** for secure data storage and real-time synchronization across devices.
- Managed version control with **GitHub** and developed the application in **Android Studio**.

RARE TASK MANAGER

AUG 2024 – DEC 2024

Team Project – Web-based task management tool.

- Developed a **web-based task management tool** that enables users to create, track, and categorize tasks, with **local data storage using JSON**.
- Collaborated with a **five-member team** using **Scrum methodologies** and **JIRA** to manage development sprints and progress tracking.
- Built the frontend using **HTML**, **CSS**, and implemented task logic and data handling with **JSON**.
- Utilized **GitHub** for version control and **Visual Studio Code** for development, ensuring clean collaboration and code quality.

PUBLIC SERVICE REPRESENTATIVE

JUN 2023 – AUG 2023

Illinois Secretary of State

- Performed **clerical tasks** including appointment confirmation, identity verification, and client record validation, ensuring accurate and secure data entry.
- Delivered **clear and courteous assistance** to guests, resolving inquiries and contributing to a positive service experience.
- Guided **customers on proper DMV procedures**, ensuring smooth service flow and reducing processing errors.