

ALEJANDRO BRAVO

SOFTWARE ENGINEER



Chicago, IL



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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

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

- First-person stealth game built in Unity where players navigate dynamic environments to complete objectives undetected.
- Developed in a team of 3 using Kanban.
- Utilized various software tools for game development, including Unity.
- C# used for scripting.
- Models either created or used from asset store.

MONEY MAN

AUG 2024 – DEC 2024

- Personal finance tracking Android app that helps users manage budgets, visualize expenses, and sync data via Firebase.
- Developed with a team of 4 using Scrum methodologies.
- Collaborated using JIRA.
- Used Kotlin for backend, XML for frontend, and Firebase to store user data.
- Version control with GitHub and developed in Android Studio.

RARE TASK MANAGER

AUG 2024 – DEC 2024

- Web-based task management tool allowing users to create, track, and categorize tasks with local data storage via JSON.
- Developed with a team of 5 using Scrum methodologies.
- Collaborated using JIRA.
- Used HTML for backend, CSS + HTML for frontend, and JSON to store user data.
- Version control with GitHub and developed in Visual Studio Code.

PUBLIC SERVICE REPRESENTATIVE

JUN 2023 – AUG 2023

Illinois Secretary of State

- Completed clerical tasks such as confirming appointments, validating identification and client records, and registering guests into information systems.
- Ensured a positive guest experience by providing knowledgeable assistance on various guest concerns and inquiries.
- Provided guidance on proper procedure to fellow public service representatives.

GitHub: <https://github.com/ajbravo2003/Coding-Programs>