

Alejandro Villate

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EDUCATION

University of Florida

Gainesville, FL

Bachelor of Science in Computer Science (GPA - 3.79)

Aug. 2022 – Dec. 2026

Coursework

Computational Linear Algebra, Digital Logic and Computer Systems, Data Structures and Algorithms, Engineering Statistics

EXPERIENCE

Incoming Site Reliability Engineering Intern

Sep. 2025 - Dec. 2025

Splunk

MLH Production Engineering Fellow

Jun. 2025 - Sep. 2025

Meta

- Collaborated with team to deploy a multi-service web app on a remote Linux server, maintaining 99% uptime
- Containerized Flask, MySQL, and NGINX architecture, improving deployment speed and resource usage
- Introduced unit, integration, and system tests to achieve 83% coverage, ensuring stable deployments and updates
- Participated in tri-weekly standups with 14 fellows to communicate progress, surface blockers, and share wins, fostering collaboration and accountability in a fast-paced remote environment

TA - Programming Fundamentals 2

Jan. 2025 – May 2025

The University of Florida

- Led weekly discussions to 30+ students teaching fundamental topics such as debugging, memory management, and basic data structures by creating slides and interactive demos written in C++
- Hosted office hours debugging ~7 projects and providing 1:1 assistance to ~10 students every week

UX/UI Designer

Sep. 2023 – May 2025

UF Software Engineering Club

- Designed and prototyped 19 pages and 18 reusable components in Figma for Clubfinity, a mobile app streamlining club communication, enabling efficient, scalable development for a 6-member engineering team
- Collaborated on a team of 4, aligning with 3 other teams in bi-weekly Agile meetings to deliver key UI features

PROJECTS

aleguy02.dev (VPS) | *Linux, Nginx, GitHub Actions, Vite*

- Deployed static site on DigitalOcean VPS by configuring Nginx, DNS records, and Certbot-managed HTTPS
- Automated deployment by setting up CD pipeline with GitHub Actions, reducing update latency by ~98%

Doors (Mobile App) | *React Native, Firebase, Nativewind, Expo Go, Jest, TypeScript*

- Developed mobile app facilitating seamless ticketing through QR code scanning and a mobile web interface, with real-time attendance metrics to help independent bands measure event success by tracking turnout
- Integrated Firebase for user authentication/management and NoSQL document collection database with Firestore

my movies (API) | *Flask, Docker, Redis, Python*

- Engineered Flask API integrating with OMDb API, enabling users to manage movie lists with enriched metadata
- Containerized Flask and Redis services using Docker Compose to enable portable, reproducible development and deployment environments
- Configured Redis volume persistence to prevent data loss, ensuring stateful movie tracking across container restarts

INVOLVEMENT

SwampHacks, WiNGHacks (MLH Hackathons)

Volunteer/Organizing Team

- Organized marketing initiatives for SwampHacks X and volunteered as a technical mentor for WiNGHacks

UF Software Engineering Club

Jan. 2024 – Jan. 2025

Head of Marketing

- Spearheaded marketing initiatives and managed \$1000+ budget, leading to 38% increase in event turnout compared to previous semester and the recruiting of 11 new technical officers

TECHNICAL SKILLS

Languages: Python, JavaScript/TypeScript, C++, HTML/CSS, SQL

Frameworks / Tools: Linux, Docker/Compose, Flask, Playwright, Pytest, GitHub Actions, Prometheus, Grafana, Jest