ALEJANDRO GÓMEZ NOÉ



✓ alejandrogomeznoe@gmail.com

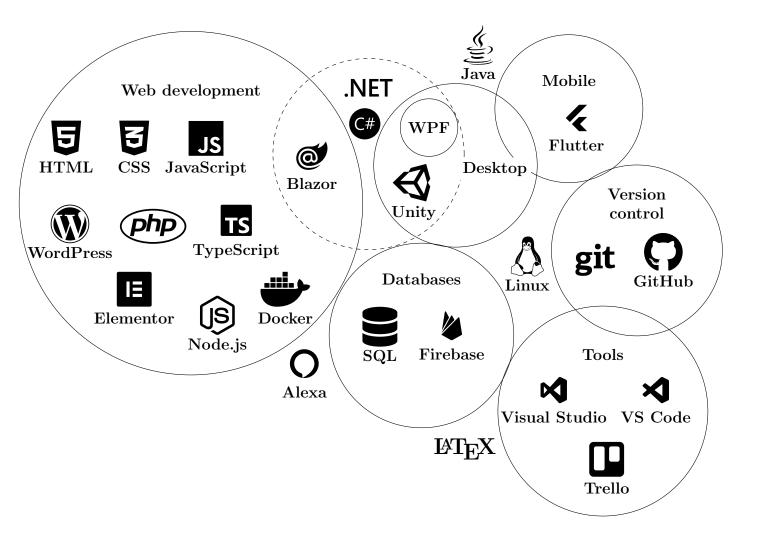
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Alejandro Gómez is a **Software engineer**, currently **working** at the **ITACA-SABIEN** research group from the **Polytechnic University of Valencia (UPV)**.

Knowledge



Experience

march 2022 - present — mid-level software engineer — ITACA-SABIEN (UPV)

As a mid-level software engineer at the **SABIEN** (Technological innovations for Health and Wellbeing) group from the Institute of Applied Information Technologies and Advanced Communications (ITACA), which is part of the Polytechnic University of Valencia (UPV), my work consists on developing applications and providing technical support in various ways in the context of several research projects.

Projects I have participated in

- MOVE-IT (2023 2024)
 - Training program for improving physical exercise of people with intellectual disabilities through *exergames* and technology
 - European ERASMUS+ project in collaboration with:
 - * IVASS Instituto Valenciano de Servicios Sociales (Spain)
 - * CERCIOEIRAS Cooperativa de Educação e Reabilitação de Cidadãos com Incapacidade (Portugal)
 - * UiT Tromsø University (Norway)
 - * ORAS Ospedale riabilitativo di Motta di Livenza Hospital (Italy)
 - I collaborated with UiT in the development of the apps for the project (AGA and Sorterius), built with Unity
 - I implemented a website with an API for data collection using Blazor, ASP.NET
 Core Identity and EFCore, which I then hosted in a UPV server
 - I integrated the Sorterius app with said API for user management and data collection during the pilots for later study
 - I managed the server and worked alongside the participant centers during the pilots to ensure the apps were working properly

• Orriols Arran de Terra (2022)

- Website intended for broadcasting news and local activities from the Els Orriols neighborhood in Valencia
- I developed said website using WordPress and Elementor
- In order to create some custom features, I built **plugins** with **PHP**
- I also used HTML, CSS y JavaScript
- **VALUE** (2022 present)
 - Usage of *Process Mining* techniques for improving efficiency on the management of information in the health sector

- I developed several features for the "**PMApp**" desktop application, which runs **process mining** algorithms for treating and visualizing different kinds of data
- Said app is developed in C#, and uses WPF for the user interface
- I have improved the visualization system for tables and histograms, I have added support for using proxies...

• **DIAL** (2022 - 2023)

- Voice assistant for the detection and addressing of Unwanted Loneliness in older adults.
- This assistant is based on the open source Mycroft system, and uses Python for developing skills
- My main contribution has been training a machine learning model with the Precise
 tool (created by Mycroft) so people can use the phrase "Hola dial" as a wake word for
 the assistant
- On top of that, I have configured over 20 Raspberry Pi devices so they function as voice assistants by means of the DIAL system
- This knowledge has been useful for configuring additional Raspberry Pi devices and carrying out installations in patients' houses for the Lifechamps (2023) European project

Education

University

Computer Science degree

Mention in Software Engineering

Polytechnic University of Valencia (UPV), 2021

Projects for subjects

- Al Loro (Repositorio) (Memoria):
 - I implemented by myself an Amazon Alexa skill for my final degree project, using Node.js and TypeScript.
 - I integrated said skill with a database hosted in Firebase, on top of creating a mobile app using Flutter to manage user preferences
 - I designed an authentication system using several AWS services; such as Lambda,
 DynamoDB or API Gateway
- Frozen Out (Repositorio):
 - I was part of the development team for a video game made in Unity with C# as a project for the "IPV" subject (2019)

- I designed a dialog system with support for using formats such as bold, italics, and different colors by working on top of the YarnSpinner library
- This project was part of the **Project fair** (2019) organized by the *ETSINF* (computer science school at the *UPV*)
- The project carried on without me after the final submission for the subject (January 2020). In February of 2021, Frozen Out won the PlayStation Commitment Special Award (article in Spanish)

Languages

- Spanish, native
- English, C1 level (First Certificate in English Grade A Cambridge English Level 2)
- Catalan (Valencia), B1 level

Activities

Mentor - Technovation Challenge

I participated as a volunteer mentor for the Technovation Challenge contest organized by Iridescent in its 2019 edition, in collaboration with American Space, an association from the *Polytechnic University of Valencia (UPV)*.

Others

• Driving license