Álvaro Alejandro Rodríguez González

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EDUCATION

ITESM Campus Monterrey, Monterrey, NL

- Bachelor Computer Science 85/100 GPA.
- Expected Graduation date: Jun 2022

EXPERIENCE

Chubb, Software Architecture Intern

Aug 2020 - Present

- Responsible for designing software solution diagrams and running conceptual tests on a Citibanamex/Costco alliance project expected to increase its sales projection by 22 percent.
- Supported the administration of the applications' inventory and contributed to the documentation of software architecture solutions.

Twitter, BattleOfTheCamps Hackathon

Jul 2020

- Won the HackForGood category on Twitter's first virtual Hackathon with our "Stay Informed Just to Feel Something" feature, that filtered truthful tweets by sentiment analysis. Responsible for the Twitter API integration and the front end design using Bootstrap with Flask.
- Worked with IBM's Tone Analyzer API and a CNN model to determine if a tweet was trustworthy. Used Tweepy for the API along with Python3 for overall development.

Google, Software Product Sprint (SPS) Participant

Feb - Apr 2020

- Collaborated with a Google Software Engineer to create a personal portfolio using HTML, CSS, JavaScript, and leveraging Google Cloud Platform APIs such as AppEngine and DataStore.
- Experienced industry-leading practices such as: contributing to open-source software using Git and GitHub, conducting regular code reviews with my mentor, and designing components and interfaces.

Twitter, TechProud Participant

Jun 2020

- One of 25 attendees selected from over 1000+ applicants to participate in a two-day program for CS students aspiring a career in tech. The program provided resources to develop technical and professional skills as well as networking with all the fellow participants.
- Participated in the ReadySetCode, a competitive programming team challenge, designed by Twitter Engineers where we used Python3 and Java8.

MAJOR ACADEMIC PROJECTS AND ACHIEVEMENTS

Hackathon Monterrey 2020 Covid Status IOS App

Aug 2020

- Developed an IOS App for users to know their level of risk against Covid19 based on their health and personal data by comparing with a prediction machine learning model trained with Mexico's health system database.
- Worked on the IOS App using Swift 5.0 with the UIKit and Cocoa components. Responsible for integrating the Python ML model into the IOS environment using PythonKit libraries.

Balanced Physics IOS App

Feb 2020

- Created an interactive iPhone app for an ITESM professor and for his over 150 students, so they can learn about Balance physics concepts on their phones in a more interactive way.
- Worked with Swift and Objective-C for the app development, as well as using UIKit components such as UIViews,
 UIImageViews, and Gesture Recognizers with the Cocoa Framework

Hackathon Monterrey 2019 Residence Entrance WebApp

Aug 2019

- Developed a web app using Python in the Flask framework that enables users to register guests to access a residence place using a QR code with groups 0.0.2.
- Responsible for the database implementation using MySql. Developed the front end by adding Bootstrap to the Flask web app, and participated in the back end functionality.

ITESM Volleyball Scholarship

Aug 2017 - Jun 2022

Play for the Tec de Monterrey's Volleyball team in the National University League, receiving an academic scholarship.

SKILLS

Programming languages and technologies

- C++ (3 years), Java (1.5 years), JavaScript (6 months), HTML/CSS (1 year), SQL (6 months), Python (6 months), Swift (6 months), Objective-C (6 months), Scilab (6 months), MongoDB, Git, Flask, MySql, Tableau, Oracle Sql.
- English (Advanced), German (Beginner), Spanish (Native).