

# ALEJANDRO PEREZ

Software Engineer/ Full Stack Engineer



## PROFESSIONAL SUMMARY

Seeking a Summer 2026 Software Engineering internship to apply full-stack development skills and expand expertise in scalable web applications and data-driven solutions.

## EDUCATION

Bachelor of Science - Software Engineering **GPA 3.19/4.00**

**Iowa State University, College of Engineering**

- Expected graduation date in 05/2027
- Puerto Rican Student Association Board Member

## PROFESSIONAL EXPERIENCE

**Channel UX Software Engineer, 11/2025 - Present**

**John Deere** - Ames, Iowa

- Contribute to the development and maintenance of customer-facing Channel UX applications used across John Deere's dealer and enterprise platforms.
- Collaborate with UX designers, product managers, and senior engineers to implement user-centered features and workflows.
- Develop and debug production code in a large-scale enterprise codebase, following internal engineering standards and review processes.

**Co-Founder & Software Engineer, 05/2025 - Present**

**Sazón Marketing** - San Juan, Puerto Rico

- Co-founded Sazón Marketing, specializing in website consulting.
- Rebuilt e-commerce site for Cucara Macara using React/Hydrogen, improving SEO and increasing online traffic by 35%.
- Integrated inventory APIs for Blue Diamond Luxury, enabling \$3M of inventory to be synced and sold online.

**Lead Web Developer, 01/2025 - Present**

**Desi Eats**- Wellesley, Massachusetts

- Led the design and development of DesiEats' comprehensive website, focusing on user experience.
- Developed a calorie tracker and calculator, and prototyped online checkout and food pickup features, improving customer engagement.

**Resident Assistant, 08/2024 - Present**

**Iowa State Department of Residence** - Ames, Iowa

- Resident Assistant for 56 students, resolving conflicts, mentoring peers, and organizing community-building programs

## PROJECTS

### Lift Mate - Gym Tracker

- Built a login system with Firebase so users can sign in and save their workouts securely.
- Designed the app's screens in Figma after 5 user interviews, making logging workouts faster and easier.
- Developed features to log exercises, track personal records, and view progress.
- Collaborated in a small team using Git for version control and peer review.

### C Programs using Controller

- Turned PS4 controller inputs (gyro/buttons/sticks) into computer controls in C to support hands-limited use.
- Shipped two demos: a controller-navigated maze and a controller-only typing tool with text-to-speech output.
- Goal: make basic computer use possible without a keyboard/mouse; tested end-to-end over USB/Bluetooth.

## CONTACT INFO

San Juan, Puerto Rico

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<https://aperezro.github.io/Alejandro/>

LinkedIn as Alejandro Perez Robles

## SKILL SETS

### INDUSTRY KNOWLEDGE

- Project Management
- Engineering Analysis
- Design Thinking
- Technical Writing

### TECHNICAL

- Languages: Python, Java, C, JavaScript, TypeScript, HTML, CSS
- Frameworks & Tools: React, Node.js, Hydrogen, Firebase, MySQL, MongoDB, Git, Android Studio, VS Code

### INTERPERSONAL

- Public Speaking
- Team Leadership
- Trilingual - English, Spanish & French

## ACCOMPLISHMENTS

Deans List- Achieved 3.5 or more GPA for a Semester

Fall 2023 semester GPA 4.0

George Washington Carver Scholar- Among 100 freshmen who were awarded a full-tuition scholarship

Alpha Lambda Delta Honor Society

### Embedded Sys Roomba Project

- Wrote low-level C to drive motors and read sensors, implementing scanning, mapping, and obstacle avoidance.
- Demoed full autonomous navigation where the robot successfully mapped the area and reached a set goal.
- Built a Python GUI for manual control and live mapping, fully integrated with the embedded system code.