

Cristian Burgoin

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Skills

Programming Languages: Java (*Advanced*), Python (*Upper-Intermediate*)

Web Technologies: HTML (*Advanced*), CSS (*Advanced*), JavaScript (*Intermediate*)

Databases: MySQL (*Intermediate*), SQL (*General Knowledge*)

Tools & Version Control: Git (*Intermediate*), GitHub, Postman, Unity (*Intermediate*)

Core Competencies: OOP, REST APIs, Software Architecture Basics

Languages: English (*Advanced*), Spanish (*Native*)

Summary

- Junior software developer specialized in backend development, with solid skills in Java, Python, and MySQL. Skilled in OOP, data structures, and building scalable applications. Passionate about solving complex problems and delivering maintainable, efficient code.

Projects

Hotel Reservation System – Personal Project

Oct 2025

- Developed a full-featured backend hotel reservation system in Java, using OOP principles and modular architecture for scalability and maintainability.
- Designed and implemented MySQL schemas and automated business rules to manage bookings, clients, rooms, availability, and dynamic pricing.
- Applied clean code practices, logging, exception handling, and entity synchronization to ensure data consistency and prepare the systems for future frontend integration.

Java Programming Learning App – Academic Project

May 2025

- Built an interactive learning application in Java and Swing, employing object-oriented programming to create reusable and scalable components.
- Integrated MySQL database to track user progress, enhancing data persistence and reliability for educational modules.
- Developed interactive exercises and real-time UI feedback to improve engagement and optimize learning flow.

Plant Sales Landing Page – Personal Project

Nov 2023

- Designed and implemented a responsive landing page with HTML, CSS, and JavaScript, focusing on user experience and visual appeal.
- Added smooth animations and modular component structure to enhance interactivity and maintainability.
- Strengthened frontend fundamentals through advanced layout techniques, responsive design, and cross-browser compatibility.

Education

B.Sc. in Software Development – UABCS

Aug 2023 – Present

- Currently pursuing a degree in Software Development, focusing on backend programming, algorithms, data structures, and database management.
- Completed multiple hands-on projects applying OOP, modular design, and modern software development practices.

Self-Taught Software Developer – Hybrid

May 2022 – Present

- Independently learned and practiced software development concepts, including Java, Python, SQL, HTML/CSS/JavaScript, and Unity for game development.
- Applied knowledge to personal and academic projects, emphasizing clean code, problem-solving, and scalable architecture.

Technical High School in Industrial and Service Technology – CBTIS No. 230

Aug 2016 – Jun 2019

- Focused on Industrial and Service Technology curriculum with emphasis on programming fundamentals, technical problem-solving, and project-based learning.
- Completed coursework and projects in software and database applications, providing a strong foundation for further studies in software development.