

Sofia Perez Almaraz • Software Engineer

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Education

UNIVERSIDAD AUTÓNOMA DE BAJA CALIFORNIA (UABC)

Ingeniería en Software y Tecnologías Emergentes

Tijuana, México

Feb 2022 – Present

- Web Development, Full-Stack Development, Software Engineering.

SAN DIEGO GLOBAL KNOWLEDGE UNIVERSITY

Mobile Development Immersive 1 (MDI-1)

San Diego, CA (Remote)

Nov 2025 – Present

- 30-week intensive program focused on designing and building applications for the iOS ecosystem (iPhone, iPad, and wearables).
- Specializing in Apple's programming languages and mobile software architectures to create innovative, user-friendly applications.

Experience

SAN DIEGO GLOBAL KNOWLEDGE UNIVERSITY

Tijuana, México (Remote)

Full Stack Developer

Feb 2025 – Jun 2025

- Collaborated within a development team using Scrum methodology to build a custom survey platform for administrative use.
- Co-designed the entire User Interface in Figma, focusing on an intuitive admin dashboard and a streamlined survey view for students.
- Designed and built a custom authentication and user management system from the ground up using HTML/CSS/JS, PHP, and MySQL.
- Engineered a Role-Based Access Control (RBAC) system to provide granular administrative access for faculty members.
- Implemented a unique email invitation process to eliminate spam registrations and ensure secure access for authorized staff.
- Delivered a robust platform by incorporating standard security measures such as input sanitization and session validation.

ACM-WOMEN: MÉXICO (COMMUNITY WEBSITE)

Tijuana, Mexico (Remote)

Frontend Developer

Dec 2025 – Jan 2026

- Engineered the official community website (acm-women.vercel.app) from the ground up, conducting competitive research on organizational content structures to architect the site's information hierarchy.
- Translated high-fidelity Figma designs into a functional implementation using React and custom CSS, ensuring a polished and interactive user experience.
- Managed the end-to-end development process, from initial conceptualization and content planning to final deployment and performance optimization.

RED TEMÁTICA MEXICANA DE INGENIERÍA DE SOFTWARE

Tijuana, Mexico (Remote)

Frontend Developer

Mar 2025 – Apr 2025

- Executed a comprehensive UI redesign for the official Redmis.org website, focusing on enhancing usability and information architecture.
- Modernized the user interface by successfully replacing a legacy design with a clear, intuitive layout that increased user engagement.

- Collaborated on the full development lifecycle, from visual design to technical frontend implementation, ensuring a seamless transition to the new system.

Technical Projects

HELEN – SMART HOME ASSISTANT FOR THE DEAF

Sep 2025 – Nov 2025

Lead Frontend Developer & UI Designer

- Developed a React web application using MediaPipe.js for real-time Mexican Sign Language (LSM) gesture recognition.
- Designed a textless "Bento Box" UI in Figma centered on universal iconography; achieved a 67% unassisted task completion rate during usability testing with 15 users.
- Integrated Socket.IO for bi-directional communication, achieving a 2.1s end-to-end latency for smart device control.

MY PORTFOLIO

Jan, 2026

Frontend Developer & UI Designer

- Designed and architected a modern, responsive personal portfolio using React and Vite to showcase technical skills and project milestones.
- Implemented a custom design system and utilized Tailwind CSS to ensure high performance, accessibility, and a seamless user experience across all devices.
- Optimized web performance through code splitting and image optimization, achieving fast load times and high scores on core performance benchmarks.
- Integrated TypeScript for strict type safety and used Framer Motion to create purposeful animations that enhance interface engagement.