Sofia Perez Almaraz • Software Engineer

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Education

UNIVERSIDAD AUTÓNOMA DE BAJA CALIFORNIA (UABC)   Tijuana, México
Ingeniería en Software y Tecnologías Emergentes   Feb 2022 – Present
- Web Development, Full-Stack Development, Software Engineering.

SAN DIEGO GLOBAL KNOWLEDGE UNIVERSITY   San Diego, CA (Remote)
Mobile Development Immersive 1 (MDI-1)   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   Tijuana, Mexico
Lead Frontend Developer & UI Designer   Sep 2025 – Nov 2025
- 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.

ICPHRASE – DECENTRALIZED WORDLE CLONE   Tijuana, Mexico (Remote)
Bootcamp Capstone Project   May 2025 – Jun 2025
- Developed a decentralized Wordle clone using Motoko smart contracts for on-chain rules and a React frontend for the player experience.
- Implemented Internet Identity for cryptographic authentication, enabling passwordless login and a tamper-proof leaderboard.