

JAVIER MOMBIELA

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Software Developer

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

Guatemala City, Guatemala



SUMMARY

Recent graduate in Computer Science from Universidad del Valle de Guatemala, proficient in a diverse array of programming languages and passionate about driving innovation and excellence in the tech industry. With a proven dedication to continuous learning and a strong foundation in creative problem-solving, I am eager to collaborate with like-minded professionals and contribute to impactful projects in the ever-evolving landscape of technology.

EDUCATION

Universidad del Valle de Guatemala

Bachelor's Degree in Computer Science
2020 - 2024

SKILLS

- Programming Languages: Python, Java, C++, C, C#
- Web Development: HTML, CSS, JavaScript
- Databases: Relational (SQL), Non-Relational (NoSQL)
- Data Science: Data Analysis, Machine Learning
- Cryptography
- Security: Network Security, Information Security
- Data Structures and Algorithms
- Soft Skills: Communication, Problem Solving, Teamwork, Adaptability

CERTIFICATIONS

LinkedIn Learning

- SQL Essential Training
- NoSQL Essential Training
- HTML Essential Training
- CSS Essential Training
- JavaScript Essential Training
- TypeScript Essential Training

LANGUAGES

- Spanish: Native
- English: Fluent

PROFESSIONAL EXPERIENCE

Software Developer

Plus Technologies & Innovations | September 2024 - Present

- Implementing an LLM-based solution (e.g., Llama 3.2) to provide tailored AI services for clients.
- Collaborating with the team to design context and functions for enhanced LLM service capabilities.

Software Developer Intern

Tigo Guatemala | January 2024 - April 2024

- Developed APIs to enhance functionality and performance within the Tigo Agile platform.
- Designed SQL queries to optimize processes, ensuring seamless workflow management.

Call Center Representative - FedEx

Telus International | July 2019 - December 2019

- Delivered exceptional customer service for FedEx clients, addressing inquiries and resolving issues with professionalism in a high-paced environment.

PROJECTS

Connect 4 AI

- Created an AI capable of playing Connect 4. Developed with JavaScript, the project connected to a server to enable gameplay against other AIs. [Github Link](#)

Streaming Service

- Implemented a movie streaming system with a database implementation. The project was developed with web technologies such as React, HTML, and CSS, along with MySQL and AWS for database management and hosting. [Github Link](#)