

# Kevin Muñoz

Computer Science Engineer

## 👤 Professional Summary

Computer Engineering graduate from Escuela Superior Politécnica del Litoral (ESPOL) with experience in web and mobile development, data science, computer vision, and video game development. I am passionate about technology and innovation, seeking to join a dynamic company where I can apply and expand my technical knowledge and skills in challenging projects.

## 📁 Experience

### Full Stack Software Developer, FUNIBER, Guayaquil, Ecuador

January 2025 — PRESENT

Development and maintenance of web applications and microservices, working with both modern and legacy projects in Laravel and React.

*Responsibilities:*

- Development of scalable microservices using Laravel and React.
- Migration and maintenance of legacy projects in PHP 5.6, including refactoring and modular decomposition toward modern architectures.
- Implementation of automated reports, database migrations, and query optimization in MySQL and PostgreSQL.
- Integration and orchestration of RabbitMQ for asynchronous messaging between microservices.
- Implementation of WebSocket broadcasting with Laravel Reverb for real-time applications.
- Use of Artificial Intelligence and productivity tools to accelerate development and documentation processes.
- Project management under the Scrum methodology, using tools such as Asana and Slack.
- Active participation in the planning and execution of microservices-oriented architectures and system communication.

### Computer Vision Research Technician, CiDIS, ESPOL, Guayaquil, Ecuador

OCTOBER 2024 — MAY 2025

Development and support of computer vision projects for the generation and analysis of 3D and multimodal RGB-Thermal LWIR data.

*Responsibilities:*

- Development of a stereo vision platform for the use and integration of multiple existing modules within CiDIS.
- Implementation of blockmatching and machine learning methods for the generation of disparity maps.
- Utilization of segmentation and detection models such as YOLO to create segmented point clouds and keypoints.

## Details

Guayaquil, Ecuador

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## Links

[LinkedIn](#)

[Github](#)

## Languages

Spanish

English

- Continuous research of academic papers and benchmark analysis to incorporate the latest technologies.
- Development and integration of image processing algorithms for the fusion of data from different cameras.

### **Video Game Development, ESPOL, Guayaquil, Ecuador**

JUNE 2023 — SEPTEMBER 2023

Development and support of the VR game "Bosque Virtual La Prosperina" for Meta Quest 2.

#### *Responsibilities:*

- Proposing new features for the video game.
- Development and progress reporting of the new features.
- Implementation of the Monocular object and the guide NPC for the video game.

### **Web and Mobile Developer, Hangaroa S.A, Guayaquil, Ecuador**

SEPTEMBER 2022 — JANUARY 2023

Development of a Web and Mobile project for radio station of Ecuador.

#### *Responsibilities:*

- Constant communication with the team using the Scrum methodology.
- Tracking user stories using Pivotal Tracker.
- Creation of mockups for mobile app, website, and global administrator for both products.
- Practical development of mobile app, website, and global administrator backend.
- Tracking and correcting system bugs.

## Education

### **Computer Engineering, Escuela Superior Politécnica del Litoral, Guayaquil, Ecuador**

OCTOBER 2019 — OCTOBER 2024

## Courses

### **Data Engineering with Azure, Smart Data, Lima, Perú**

APRIL 2024 — MAY 2024

## Core Competencies

- **Full-Stack Development:** Laravel, React, TypeScript, JavaScript, PHP, Python, FastAPI, Django, Ionic, Angular
- **Backend & Microservices:** RESTful APIs, RabbitMQ, WebSockets, OpenAPI, AsyncAPI, Docker, CI/CD
- **Databases & Data Engineering:** MySQL, PostgreSQL, SQL optimization, migrations, database modeling, ETL pipelines

- **Artificial Intelligence & Computer Vision:** PyTorch, OpenCV, Scikit-learn, NumPy, Open3D, Scikit-image, YOLO, data fusion
- **Data Analysis & Visualization:** Pandas, Plotly, Matplotlib, Seaborn, Jupyter Notebook
- **Frontend Development & UI/UX:** HTML5, CSS3, Bootstrap, responsive design, Figma, UX prototyping
- **DevOps & Project Management:** Github, GitLab, Docker, Asana, Slack, Pivotal Tracker, Agile & Scrum methodologies
- **Game Development & Multimedia:** Unity, Godot, C#, C++, VR development, 3D interaction systems
- **Technical Documentation & Research:** Technical writing, version control, API documentation, academic research integration