

Vicente Javier Viera Guízar

Software Engineer

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About Me

Highly motivated Software Engineer with a strong foundation computer science. Passionate about developing innovative solutions and continuously improving my skills. Experienced in working on complex projects and committed to delivering high-quality results; excelling in dynamic, collaborative environments.

Experience

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| Brainiac Web Research Intern <i>Node.js, TypeScript, Three.js, GLSL</i> 3D Brain zones activation interactive visualization. | Oct 2023 – Nov 2023 |
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- Loaded brain 3D model and brain connections from vertex arrays using **Node.js**.
- Added Interactivity to the visualization and lighting with **Three.js**.
- Implemented an approximation of a 3D Voronoi diagram algorithm to highlight activated brain's zones.

Exposed the results of a neuro-science research results on imagined speech.

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| IBM PowerDash <i>Nextjs, TypeScript, tRPC, Prisma, Tailwindcss, PowerShell</i> Web dashboard application development. | Feb 2023 – Oct 2023 |
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- Designed and implemented reusable core UI component library using **React** and **Tailwindcss**.
- Used **tRPC** to handle backend routes to fetch real-time data into UI components.
- Implemented a **SCRUM** methodology in the project development cycle.

Optimized team's certifications tracking and team creation.

Education

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| Instituto Tecnológico de Estudios Superiores de Monterrey Bachelor of Science in Computer Science and Technology | Aug 2020 – Jun 2024 |
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- **GPA:** 92.83
- **Relevant Coursework:** Algorithms and data structures, Computer graphics, Linear algebra.

Certifications

- Foundations of Coding Full-Stack | *Microsoft*
- Introduction to Programming With C# | *Microsoft*
- Software Systems Developer | *Tecnológico de Monterrey*
- Computational Infrastructure Implementation | *Tecnológico de Monterrey*
- Research Internship | *Tecnológico de Monterrey*

Technologies

- **Languages:** C, C++, C#, JavaScript, TypeScript, HTML, CSS, PowerShell.
- **Frameworks:** Astro, Next.js, React, React Native, Svelte, Tailwind, SDL2, GLFW, OpenGL, .NET.
- **Libraries:** Boost, ImGUI, glbinding.
- **Developer Tools:** CMake, Make, minGW/MSVC/Clang LLVM, gdb, VCPKG, Git, GitHub, Markdown, Visual Studio, Visual Studio Code, Figma.

Languages

Spanish(Native) | English(C1/TOEFL ITP) | French(Basic)