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Education Universidad Autónoma De Yucatán Yucatán, México Aug 2022 – Present Software Engineering Relevant Coursework: Object-Oriented Programming, Software Design, Discrete Mathematics, Data Structures.

Bedu | Data Science Program

Data Science Specialization with Python and SQL Focusing on data analysis, machine learning, visualization, and predictive modeling.

Alura Latam | ONE Oracle Next Education

Backend Specialization with Java and Spring Boot Developed RESTful APIs, integrated databases, and applied best practices in software design and architecture.

Professional Experience

Ekasoft (Before "Grupo Nasa Tecnología")

Junior Software Developer

- Engineered and optimized features in projects utilizing Angular, Typescript, C#, and .NET, boosting system functionality and enhancing user engagement.
- **Spearheaded** the integration of DocuSign into the electronic signature platform, streamlining the contract signing workflow and reducing signing time by 30%, improving operational efficiency.
- Automated CI/CD processes using Azure DevOps, enhancing the efficiency and reliability of the development lifecycle.

Academic project: WellNest Social Network Software Developer

- Developed a social network web application, handling 100+ simulated user interactions per session in testing environments.
- Followed software quality and architectural standards, employing a client-server model where the API, built with Spring Boot and a MySQL database, efficiently communicated with the Angular-based client application.

Leadership & Activities

Universidad Autónoma De Yucatán Instructor: Introduction to Docker Workshop

- Led a 3-hour introductory workshop on Docker fundamentals to a group of 30+ software engineering students and teachers, improving their deployment efficiency.
- Explained Docker's role in server management, comparing it with virtual machines.
- Taught how to containerize applications, providing hands-on examples and best practices.

Universidad Autónoma De Yucatán

Instructor: Logic Circuits Workshop in Minecraft

- Conducted a 2-day workshop (2 hours each day) on logic circuits using Minecraft and redstone mechanics for • interactive learning.
- Taught concepts of Boolean algebra, logic circuits, and logic gates to students of various ages.

Achievements

- Secured a spot in the ICPC Finals Gran Premio México 2024. Competing among 1,200+ teams from 160 universities demonstrated advanced problem-solving and teamwork skills in one of the world's most prestigious programming competitions. (Nov 2024).
- Earned second place in the Capture the Flag (CTF) during the anniversary of the Faculty of Mathematics at UADY, outperforming 14 teams in challenging cybersecurity scenarios. (Sep 2024).
- Clinched first place in the Capture the Flag at Yucatán's premier technology congress (Yucatán i6), navigating and resolving complex vulnerabilities among approximately 20 teams. (May 2024).

Skill & Interest

Hard Skills: HTML, CSS, TypeScript with Angular, Java, SpringBoot, Jenkins, C++, Git, Linux Servers, Docker. Soft Skills: Perseverant, team player, self-taught, eager, communication skills, critical thinking, leadership. Language: Spanish (Native), English: B2 (B1 certificate from Cambridge). Interests: Linux Servers, Cybersecurity, Pentesting, Music (Guitar).

Tizimín, Yucatán

Mar 2025

Tizimín, Yucatán

Mar 2024

Remote (In progress) Feb 2025 – Feb 2026

Remote

Jan 2024 – Jul 2024

Hybrid (Yucatán)

Aug 2024 - Present

Tizimín, Yucatán, México

Aug 2024 – Dec 2024