

Alejandro

B.S. IN COMPUTER
TECHNOLOGIES
ENGINEERING

CONTACT

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📍 Vancouver, BC (Kerrisdale)

EDUCATION

January 2026 - Current

Cornerstone International Community College,
Vancouver, BC

Diploma in Web Development (Co-op)

August 2020 - June 2025

Tecnológico de Monterrey, Campus Cuernavaca

**Bachelor's in Computer
Technologies Engineering**

SKILLS

• TECHNOLOGIES

React.js · Tailwind CSS · Express.js · Git · Docker
Engine · Figma · Jira · Unity3D

• PROGRAMMING LANGUAGES

JavaScript (ES6+) · HTML5 · CSS3 · C++ · C#

• LANGUAGES

Spanish (native) · English (C1)

• PROFESSIONAL COMPETENCIES

Planning · Prioritization · Adaptability ·
Motivational leadership · Accessibility.

• CERTIFICATIONS

Scrum Fundamentals by SCRUMStudy

• AWARDS

CREMA: Academic Excellence (Feb-Jun 2022)

2nd Place at *ExpoIngenierías* Cuernavaca 2022

CREMA: Academic Excellence (Feb-Jun 2024)

1st Place at *ExpoIngenierías* CDMX 2024

Suárez González

Front end developer with experience in web applications and video games, specializing in technical leadership, modern interface design, and quality assurance. Passionate about building scalable, user-centered solutions with an agile mindset, autonomy, and a strong commitment to technical excellence.

WORKING EXPERIENCES

○ Meliora AI

Remote

February 2025 - June 2025

Front-End Developer & Project Lead

- Developed a full-featured accounting web application using React and Tailwind CSS, including UI design, interface logic, and validations.
- Designed intuitive, user-centered interfaces optimized for both desktop and mobile devices.
- Led the project using the Scrum framework, managing tasks on GitHub, ensuring client communication, and tracking progress to meet project objectives with a 100% on-time delivery rate.

○ Outlier AI

Remote

December 2024 - February 2025

AI Model Trainer

- Wrote prompts and evaluated responses generated by various language models.
- Analyzed error patterns in model outputs and proposed adjustments to improve performance.
- Documented insights to enhance the model's accuracy, coherence, and overall quality.

EXTRACURRICULAR EXPERIENCES

○ Noob Games: Student Group

Cuernavaca, Morelos, México

August 2022 - June 2023

Video Game Development

- I founded and led the student group Noob Games.
- Its mission was to help students develop and apply skills in video game development across various disciplines.
- I delivered training courses related to video game development.

ACADEMIC EXPERIENCES

○ Exolvuntur: Unity Project

Ciudad de México, México

August 2024 - December 2024

- I developed a multiplayer video game in Unity3d graphic Engine.
- Applied knowledge in game design and project planning.
- My role was technical lead, responsible for repository management, quality assurance and technical coordination of the project.

○ Kanbanize Pocket Edition: Web Application

Cuernavaca, Morelos, México

February - June 2023

- Developed a web application for Innovatium, featuring a simplified interface based on the existing Kanbanize.
- Responsible for the front end development of the project.