



Contact

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JAlfredAR

Languages

Spanish NATIVE

English C1

Programming Languages

Python Javascript SQL Java

PHP C# C++ Swift Arduino

Web Technologies

HTML CSS JSON XML GraphQL

WebSocket Rest API

Skills

Usage of Game Engines Advanced

3D Design and Animation Intermediate

UI/UX Design High

Database Management Advanced

Frameworks Management Advanced

Soft Skills

Effective Communication Adaptability Leadership

Self-management Critical Thinking Self-taught

Problem Solving Strategic Thinking

Continuous Learning Creativity Teamwork

Empathy Discipline

José Alfredo Arriaga Rosillo

Full Stack Developer & Tech Lead

About Me

Professional with more than 7 years of experience in software development, video games, 3D design and animation, combining technical skills and creativity to create innovative solutions. Currently studying a degree in Software Engineering and Computational Systems, and actively participating as an instructor and speaker on topics related to virtual reality, artificial intelligence, and application development.

Education and Training

Bachelor's Degree in Software Engineering and Computational Systems

August 2022 - June 2026 León, Guanajuato, México Universidad La Salle Bajío

Course "Cyber Threat Hunting" | TrendMicro – AstraZeneca

May 2025 Guadalajara, Jalisco, México AstraZeneca GITC

Certifications

MongoDB Certified Associate Developer Certification

April 2024 MongoDB Inc.

Postman API Fundamentals Student Expert Certification

May 2024 Postman

Postman Student Leader Certification

September 2024 Postman

Extracurricular Experience

Intel Student Ambassador

June 2024 - Present Intel Corporation

- Represented Intel as a student ambassador, promoting advanced technologies like oneAPI within the university community.
- Organized workshops, talks, and training sessions aimed at students and faculty.

Microsoft Student Ambassador

July 2024 - Present Microsoft Corporation

- Represented Microsoft as a student ambassador, promoting tools and technologies such as Azure, Microsoft 365, and software development within the university community.
- Organized workshops, webinars, and training events for students and professors, facilitating the learning of Microsoft technologies.

Postman Student Leader

August 2024 - Present Postman

- Represented Postman leading student initiatives to encourage the use of this tool in the academic community, organizing workshops and promoting best practices in API development and testing.

President | Student Chapter "Code Makers"

August 2024 - Present León, Guanajuato, México Universidad La Salle Bajío

- Coordinated the organization of key academic events, such as Academic Week, including talks, dynamics, and workshops to keep students updated with the latest trends and technological innovations.
- Led the team responsible for planning and executing activities that foster collaboration, learning, and professional development within the student community.

Representative | Spokesperson of "Cybersecurity, AI, and Technological Innovation" in the General Student Council

August 2023 – February 2024 León, Guanajuato, México Universidad La Salle Bajío

- Identified and reported multiple cybersecurity vulnerabilities in institutional systems, contributing to improving the protection of the university's digital infrastructure.
- Proposed and designed the development of innovative hardware and software devices to optimize and secure campus access, driving technological innovation within the institution.




Professional Career

Founder and CEO | Startup ARXBITE S.A.S. de C.V.

 October 2024 - Present  León, Guanajuato, México


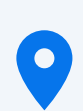

- Development and leadership of projects focused on hardware and software.
- Coordination and management of a growing multidisciplinary team.
- Design, planning, and execution of strategies for the development of technological products.
- Direct client attention, management of commercial relationships, and networking.
- Financial planning and resource administration in the initial phase of the venture.
- Design and development of graphical user interfaces (GUI) oriented towards user experience (UI/UX).

Instructor | Workshop “UE5: Creación de experiencias interactivas y networking multijugador LAN”

 May 2025  León, Guanajuato, México  Universidad La Salle Bajío




- Delivered a practical workshop where I taught participants to develop a basic LAN networking system using Unreal Engine 5, focusing on the creation of interactive multiplayer experiences.

Moderator | Microsoft Learn Live Session, AI Skills Fest (Guinness World Record recognized event)

 March 2025  León, Guanajuato, México  Universidad La Salle Bajío



- Coordinated and managed real-time interaction with participants, resolving technical queries and ensuring fluid and efficient communication.
- Supervised the correct execution of the session, ensuring quality and professionalism in all phases of the event.

Speaker | Event “Code Makers – Build a Minimal API with .NET 6”

 December 2024  León, Guanajuato, México  Universidad La Salle Bajío




- Presentation on creating an API using .NET 6, presenting basic concepts and recommended practices for rapid and efficient web service development.

Instructor | Workshop “Realidad Virtual en las Ingenierías”

 November 2024  León, Guanajuato, México  Universidad La Salle Bajío




- Delivered an introduction to developing virtual reality applications using Unreal Engine 5, focused on its application within engineering fields.
- Guided participants through basic concepts and essential tools for creating immersive experiences.

Tutor | MICAÍ 2024 – Tutorial “Developing AI Applications Using Prompts: Simplifying Artificial Intelligence”

 October 2024  Cholula, Puebla, México  INAOE

- Guided participants in using ChatGPT to integrate artificial intelligence into applications, facilitating data processing by obtaining results in JSON format.
- Promoted simple methods to leverage AI in data processing and analysis, simplifying the development of intelligent solutions.

Speaker | Event “CodeMakers – Introducción a Jupyter: Python y Jupyter Notebooks”

 September 2024  León, Guanajuato, México  Universidad La Salle Bajío


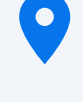

- Instructed participants on the use of Jupyter Notebooks to facilitate Python code development and testing, resulting in its application in interactive and educational projects.

Development and Launch | App EchoInsight

 August 2024  León, Guanajuato, México




- Designed the user interface (UI) and user experience (UX), and autonomously developed the EchoInsight application using SwiftUI.
- Carried out the launch and publication of the app on iOS devices, managing the entire process independently.

Speaker | Event “Postman: API 101”

 August 2024  León, Guanajuato, México  Universidad La Salle Bajío

- Introduced participants to the use of Postman for API consumption and testing, explaining basic concepts and demonstrating common workflows.

Instructor | Workshop “Creación de entornos virtuales”

 April 2024  León, Guanajuato, México  Universidad La Salle Bajío


- Delivered an introduction to Unreal Engine 5, focused on the development of immersive experiences and video games.
- Guided participants through the basic concepts and essential tools for creating interactive virtual environments.

Development and Launch | App SkyDome

 February 2024  León, Guanajuato, México

- Autonomously developed the SkyDome application using Unreal Engine 5 and C++, including the design of the interface, user experience (UI/UX), and the app logo.
- Managed the launch and publication on the Meta Quest platform, ensuring optimal quality and functionality for virtual reality devices.
- Implemented solutions to create personalized immersive experiences that transform the physical environment into virtual landscapes.

Development | Immersive 3D/2D Video Game “Felino”

 August 2023  León, Guanajuato, México

- Developed a video game combining 3D and 2D environments with a projected physical space to create an immersive gaming experience, integrating the real world with the digital. Used projectors and 3D prints I personally designed to connect both worlds.
- Designed and planned the complete system functionality, from asset creation to full game development, in addition to performing exhaustive tests to ensure its correct performance.

Development and Launch | App Meeting Checker

 September 2021  Moreleón, Guanajuato, México



- Conceived and developed a Windows application aimed at optimizing virtual class management during the pandemic using ElectronJS.
- Implemented a continuous monitoring system that notified users via alerts and messages on Discord when a Google Meet class started, avoiding constant reloads and improving efficiency.
- Designed the user interface and user experience (UI/UX), focusing on ease of use and accessibility for students and academic coordinators.

Development | Tools for Automatic Social Media Management with Node.js

 June 2019 – August 2022  Moreleón, Guanajuato, México

- Created applications oriented towards automatic and real-time publication of video game news and updates on social platforms, reaching and maintaining a community of over 1,000 followers.
- Implemented automated tools for content management and scheduling on social media, using Node.js to optimize dissemination and keep the audience instantly informed.
- Ensured constant and timely information updates, strengthening engagement and digital presence on platforms like Twitter (now X).

Development | VR and Desktop Video Game “View Worlds”

 February 2018 – August 2019  Moreleón, Guanajuato, México | Morelia, Michoacán, México

- Designed and developed a virtual reality application initially focused on exploring immersive environments, later extended to desktop platforms as an educational tool.
- Implemented an interactive mechanic where the student had to answer questions to collect hidden keys in boxes, which, when correctly selected, unlocked new levels, promoting active learning.
- Integrated gamification elements to motivate user participation and progress within the virtual environment, combining education and entertainment.
- Used Unreal Engine 4 to create graphics and immersive experiences that ensure fluid and engaging interaction.