DANIEL ALVAREZ MARTÍNEZ

SOFTWARE DEVELOPMENT/DATA SCIENCE

PORTAFOLIO & CONTACT

- https://ednialzavlare.com
- www.linkedin.com/in/ednial-zavlare
- (+52) 55 5943 7001
- ednial.zavlare@gmail.com
- https://github.com/ednialzavlare
- Mexico City

WORK EXPERIENCE

Game Development Studio (Present)
- Volunteer participant in several projects and game jams at a private video game studio: Axolotl Studios (tentative name).

Website Development (2023)
- Responsible for implementing and developing the website for the 2023 International Sustainability Congress on behalf of the Universidad Iberoamericana.

Computer Building (2020 - Present)
- Assembling and maintaining a variety of custom-built computers for various clients, addressing specific needs and preferences in each case.

Uber Eats (2019)
- Delivery driver

Automotive Workshop (2019)
- Part-time intern assisting with the repair and inspection of fleet vehicles.

PROFILE

I am a student of Computer Science, Software Engineering, and Data Science, with a deep interest in Artificial Intelligence and video game development. I continuously strive to improve my technical skills and stay updated with the latest technological trends. I enjoy taking on new challenges, as they provide me with opportunities to grow both personally and professionally.

EDUCATION

Bachelor's Degree by Agreement 286, CENEVAL
Computer Science (2022 - Present)
- Algorithms, data structures, programming, databases, networks, cybersecurity, computer architecture, operating systems, software engineering

Professional Certificate - IBM edX
DevOps & Software Engineering (2022 - Present)
- DevOps, agile methodologies, Scrum, Python, REST APIs, microservices, Docker, Kubernetes, CI/CD, cloud computing, cloud-native architectures

Professional Certificate - MIT edX MicroMasters
Statistics and Data Science (2023 - Present)
- Probability, statistics, machine learning, data analysis, probabilistic modeling, statistical inference, big data, Python, deep learning, statistical computing.

LANGUAGES & TOOLS

- Spanish
- English (C1)
- Python
- Sketchup
- Linux
- GitHub

- Web (Hugo)
- Godot (GDS)
- UE5
- Unity (C#)
- C++
- Rust