



# Eng. Alejandro Figueroa Rodríguez

/ SOFTWARE DEVELOPER

## Information

Age: 24

Full-time availability

Portfolio: <https://v0-personal-portfolio-website-ten-gold.vercel.app/>

## Skills

Resilience

Teamwork

Git and Github

### Frontend

Html - Css - Tailwind

JavaScript - Typescript - React.js -

Next.js - Astro.js - UX

### Backend

Python - Django - FastApi

Celery - Redis

### Machine Learning

Tensorflow - PyTorch - Pandas -

OpenCv

### Databases

PostgreSQL - MySQL - MongoDB

### Extras

SEO - Docker

## Languages

**Spanish:**

Native

**English:**

Intermediate level B2.

☎ +53 5-558-96-62

✉ [alejandro.figueroa.rodriguez.01@gmail.com](mailto:alejandro.figueroa.rodriguez.01@gmail.com)

📍 Havana, Cuba

🌐 <https://linkedin.com/in/alfiguez>

🔗 <https://github.com/ale-01cu>

## About me

Passionate about software engineering, I consider myself a curious, proactive person who is always learning. Since discovering my vocation at the age of 17, I've realized that my true passion is building and bringing innovative digital products to life. My goal is to add value, take on new challenges, and contribute my expertise to the success of every project I participate in.

## Work Experience

### Principal Frontend Engineer

DixBase | June 2024 - November 2025

- Leadership of the company's frontend development.
- Design and implementation of user interfaces (UI).
- Performance optimization and user experience (UX) improvements.
- Development of client-side architecture and application logic.
- Ensuring accessibility and consistency across all projects.

### Full-Stack Developer

Z17 Joint Venture Company | January 2025 - October 2025

- Full-stack development of applications and systems.
- Creation of custom solutions for clients.
- Implementation of both frontend and backend components.
- Management of the complete software development lifecycle.
- Planning, deployment, and maintenance of projects.

## Academic Information

**University of Informatics Sciences (UCI) | 2021 - 2025**

Computer Science Engineering