

EDUARDO ROJAS RODRIGUEZ

Software Engineer | Backend, Full-Stack & Mobile

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Professional Summary

Computer Engineering graduate with experience building web and mobile applications, REST APIs, and cloud/AI integrations. Led development of a teacher-registration platform adopted by Universidad Tecnológica de la Mixteca and used by 100+ educators in its first edition. Hands-on with Python, FastAPI, React, Node.js, Flutter, and Microsoft Azure.

Education

Computer Engineering | **Universidad Tecnológica de la Mixteca, Oaxaca, Mexico**

2021–2026

Professional internship/practice completed; degree conferral pending university issuance.

Technical Skills

Languages: Python, JavaScript, TypeScript, SQL, C#, Dart

Frameworks: FastAPI, React, Next.js, Node.js, Express, Angular, Laravel, Flutter

Databases: PostgreSQL, MySQL, MongoDB Atlas, Redis, SQLite

Cloud & Tools: Microsoft Azure (Azure OpenAI, Azure AI Search), Docker, Git, GitHub, Linux, CI/CD

Methods: REST APIs, event-driven communication, Agile/Scrum, test-driven development, object-oriented programming

Professional Experience

Software Engineer | **Pandalatec**

Aug 2026–Oct 2026

- Developed Flutter mobile features and Laravel web functionality for TrueFans, a gamified platform connecting fans with influencers, artists, and brands.
- Integrated Mercado Pago between the Flutter app and Laravel backend; tested local development through an HTTPS tunnel.

Full-Stack Developer | **UsaLab**

Aug 2024–Mar 2026

- Led a teacher-registration platform adopted as Universidad Tecnológica de la Mixteca's official system in 2025; over 100 educators enrolled in its first edition.
- Built Python/FastAPI REST APIs for registration, enrollment, and progress; connected a React/Laravel frontend to replace manual enrollment and iterated from user feedback.

Full-Stack Developer | **Selfish**

Jul 2024–Aug 2024

Maintained a React/Node.js administrative platform built with Leaf PHP and automated recurring internal tasks with scheduled cron jobs.

Selected Projects

AI Narrative Adventure Game | **Microsoft Agents League, AI Skills Fest 2026** *React, Node.js, Socket.IO, Azure OpenAI, Azure AI Search, MongoDB Atlas*

- Built an adaptive narrative game that generates story scenes in real time based on player decisions.
- Grounded Azure OpenAI generations with Azure AI Foundry IQ/Azure AI Search through LangChain-style orchestration; synchronized play with Socket.IO and stored sessions in MongoDB Atlas.

Clearing | **Privacy-Focused Outdoor Exploration App** *Flutter, FastAPI, SQLite, Gemma*

- Built a privacy-focused PWA that reveals map areas as users explore and take photos at different locations.
- Verified photos with a locally run Gemma vision model; processed images and GPS coordinates through a local FastAPI backend.

PlugCheck | **Minecraft Plugin Compatibility Checker** *Next.js, TypeScript, Hangar API, Spiget API, Modrinth API*

- Built a web tool that checks plugin compatibility by querying Hangar, Spiget, and Modrinth.
- Parsed JAR files entirely in the browser and sent only extracted metadata to the API, keeping plugin files on the user's device.

Languages

Spanish: Native | English: Technical proficiency for reading documentation