Jesús Aragón

Software Engineer | Full-Stack SaaS, AI/ML, Swift & Unity

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PROFESSIONAL SUMMARY

Software Engineering and Virtual Environments undergraduate (Ingeniería en Entornos Virtuales y Negocios Digitales) experienced in building full-stack SaaS products, Machine Learning and local LLM workflows, native iOS apps in Swift, and real-time Unity experiences. Proficient in TypeScript, React, Python, Swift, C#, .NET, SQL, and Linux environments, focused on shipping practical, production-ready software.

TECHNICAL SKILLS

Programming Languages: TypeScript, Python, Swift, C#, C++, PHP, JavaScript, Java, SQL, HTML5, CSS3

Web, Mobile & Game Engines: React, .NET, iOS SDK / Swift, Unity, Laravel, Supabase, REST APIs

AI, Machine Learning & Compute: Machine Learning, Local LLMs (Ollama, BionicGPT), ComfyUI, Generative AI APIs, NVIDIA CUDA / Tensor

Systems, DevOps & Networking: Git, GitHub, Linux (Ubuntu, Termux), Windows OS, CMake, Arduino (C++), CCNA Networking

SOFTWARE ENGINEERING EXPERIENCE

Lead Programmer — Yoby / BajaPoke (Freelance SaaS Project) **2026 – Present**
Stack: TypeScript, React, Supabase, Generative AI APIs | Tijuana, México

- Architected and shipped a full-stack SaaS MVP for the BajaPoke restaurant chain to streamline branch job postings and applicant evaluation.
- Built an AI-assisted resume generator and automated candidate-segmentation pipeline integrating Generative AI APIs with TypeScript, React, and Supabase.

Game & VR Developer — Universidad Xochicalco (Professional Internship) **2025 – 2026**
Stack: Unity, C#, Virtual Reality | Tijuana, México

- Developed an interactive Virtual Reality (VR) application in Unity showcased at Universidad Xochicalco's annual "EXPO PERFILES 2025" event, translating institutional requirements into a real-time 3D experience.

SELECTED ENGINEERING PROJECTS

- **iOS Photogrammetry & Mobile Apps (Swift):** Built a native iOS photogrammetry application for 3D capture alongside additional Swift iOS utilities published on GitHub.
- **Autonomous Clash Royale Bot (Python, Machine Learning):** Engineered a Machine Learning agent capable of playing Clash Royale autonomously through real-time game-state perception and action selection.
- **Local AI & Generative Pipelines (Ollama, BionicGPT, ComfyUI, CUDA):** Deployed local LLM inference servers and node-based generative workflows on GPU hardware for rapid prototyping and offline AI execution.

EDUCATION

Universidad Tecnológica de Tijuana (UTT) — Ingeniería & TSU en TI: Entornos Virtuales y Negocios Digitales — 2023 – Present (Grad. 2027)

CECYTE BC — Técnico en Electrónica — 2017 – 2020

CERTIFICATIONS & LANGUAGES

CCNA Essentials (Jan 2024 – Apr 2024) • **NDG Linux Essentials** (Aug 2022 – Dec 2022) • **C++ Essentials** (Jan 2021 – Apr 2021)

Languages: Spanish (Native) • English (B1 Intermediate) | **Core Strengths:** Technical-to-Business Translation, Adaptability, Crisis Management, Resilience