

# Cristian Huerta

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## EDUCATION

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<b>Universidad Tecnológica de Tlaxcala</b> <i>B.S. in Software Engineering and Management (Degree Candidate)</i>	Tlaxcala, MX 2024 – 2026
<b>Universidad Tecnológica de Tlaxcala</b> <i>A.S. in Information Technology, Multiplatform Software Development</i>	Tlaxcala, MX 2022 – 2024

## TECHNICAL SKILLS

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**Languages:** Python (FastAPI, SQLAlchemy), JavaScript, Kotlin, SQL (PostgreSQL), HTML/CSS  
**Frameworks/Libraries:** React, Node.js, Material UI, Media3 ExoPlayer, Dagger-Hilt, Room DB  
**Tools:** Docker, Git, WSL (Ubuntu), Figma (UI/UX Design), UML, Jsoup (Scraping)  
**Specialties:** Clean Architecture (MVVM), SOLID Principles, Reverse Engineering, IoT (Sensors/GPS)  
**Soft Skills:** Technical Leadership, Strategic Communication, Software Architecture.

## PROFESSIONAL EXPERIENCE

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<b>Full Stack Developer (Professional Internship)</b> <i>Academy-LMS (Private Company)</i>	Jan. 2026 – Apr. 2026 Tlaxcala, MX
<ul style="list-style-type: none"><li>– Developed and deployed a modular Learning Management System (LMS) for production use.</li><li>– Architected the end-to-end solution using React and a robust backend for secure private content management.</li><li>– Achieved full system autonomy, significantly reducing the need for post-launch technical maintenance.</li></ul>	
<b>Software Developer (Government Project)</b> <i>Ministry of Mobility and Transportation (SMYT)</i>	2024 Tlaxcala, MX
<ul style="list-style-type: none"><li>– Designed a technical evaluation system for the state driver's license issuance process.</li><li>– Implemented interactive modules for road knowledge and highway safety validation for applicants.</li><li>– Delivered comprehensive technical documentation and operational manuals for government use.</li></ul>	
<b>Software Consultant / Freelance</b> <i>Innova-System / Independent Projects</i>	2023 Tlaxcala, MX
<ul style="list-style-type: none"><li>– Engineered professional UI layouts in Figma and defined system architecture through UML modeling.</li><li>– Developed custom reservation systems tailored to specific client business requirements.</li></ul>	

## KEY PROJECTS

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<b>VirtualX Gaming Overlay</b>   <i>Kotlin, Jetpack Compose, Android Native, Haptics</i>	2026
<ul style="list-style-type: none"><li>– Engineered a high-performance overlay middleware for Cloud Gaming with low-latency virtual controllers.</li><li>– Implemented aim-assist algorithms by integrating motion sensors (gyroscope) and advanced haptic feedback.</li></ul>	
<b>Enterprise Logistics (Phase 1)</b>   <i>FastAPI, React, SQLAlchemy, Docker</i>	2026
<ul style="list-style-type: none"><li>– Scalable Logistics SaaS built following SOLID principles and full containerization for deployment efficiency.</li></ul>	
<b>CloudSpider</b>   <i>Kotlin, MVVM, Jsoup, ExoPlayer, Hilt</i>	2025
<ul style="list-style-type: none"><li>– Mobile streaming application featuring reverse engineering techniques for video host obfuscation bypass.</li><li>– <b>Legacy Optimization:</b> Conducted specialized debugging to ensure smooth performance on low-resource hardware (TVBox Blackpcs).</li></ul>	
<b>Dog-Health (IoT)</b>   <i>Dart, C++, Firebase, IoT Sensors, GPS</i>	2023
<ul style="list-style-type: none"><li>– Animal health monitoring system integrating real-time humidity, heart rate, and GPS location sensors.</li><li>– Developed an interactive dashboard for real-time data visualization and health alerts.</li></ul>	