

Axel Gael Uzeta Gomez

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PROFESSIONAL EXPERIENCE

MARCO MUSEUM

iOS Developer

Monterrey, NL

SEPTEMBER 2022-February 2023

Participated in the development of an augmented reality mobile game for children, designed to enhance museum engagement at MARCO in Monterrey. The app was available on the App Store for one year and promoted within the museum to encourage playful exploration of sculptures using AR clues

- Designed and implemented the onboarding experience using Swift and SwiftUI, handling real-time updates based on user permission states (camera and location), ensuring robust permission flow logic to avoid runtime failures
- Proposed the core game concept, inspired by exploration-based games like Pokémon Go, which was adopted as the app's primary mechanic
- Conducted UX testing to handle edge cases when users enabled only partial permissions, maintaining a smooth and bug-free user experience
- Helped fulfill the museum's goal to increase interest among young visitors through gamification, receiving positive user feedback and sustained use over one year

WIZELINE

Software Engineer Intern

Guadalajara, JA

AUGUST 2023-December 2023

During my internship at Wizeline, I worked as a Full Stack developer, where I proposed and developed from scratch a module to automate the applicant onboarding process. Previously, the team collected data like name, major, and experience through Google Docs. I redesigned the flow using Figma, implemented a web form that sent the data directly to the database, and integrated the LinkedIn API to automatically extract relevant candidate information

- The module automatically detected if a user was an internal employee or an external applicant based on their email domain, assigning roles accordingly and displaying only the projects open for external applicants. I also designed and implemented a custom login flow for applicants using Auth0, including backend logic to validate and assign roles
- I worked on both frontend and backend, using Remix, React, Tailwind, MUI, Prisma, PostgreSQL, and TypeScript implementing methods with input validation, created automated tests for user sessions, and deployed the module to production via GitHub. The project followed a Git-based workflow with feature and fix branches
- One of the key challenges I solved was understanding and extending the existing login system without breaking current functionality. I created a unified page that dynamically adapted its content and access based on the user's role, instead of separating the platform into different portals
- By the end of my internship, I achieved level 1 Software Engineer and was close to reaching level 2, thanks to this project and my ability to communicate ideas and take initiative in technical decision-making.

INCLUSIVE

Software Engineer

Monterrey, NL

January 2024-April 2024

During my experience at Inclusive, I contributed as a Full Stack developer to the creation of a web-based trip management system for a trucking company. The goal of the platform was to help the company visualize and manage financial metrics such as accounts receivable/payable, total profit, number of trips by provider, and the most frequently visited destinations. The project was built using Supabase, Vercel, Next.js, TypeScript, and React.

- I designed and implemented dynamic forms for trip creation, allowing the linking of one or more clients and providers per trip entry.
- I integrated the frontend with Supabase to handle relational data between trips, clients, and providers.
- I collaborated closely with the team to define the data model, ensuring it supported key business needs like profit calculation and trip tracking.
- The project was deployed using Vercel and followed best practices for code organization, responsive design, and API interaction

JAPPY
Software Engineer

Tijuana, BC
June 2025-September 2025

I participate in the development of two Flutter applications (Client and Jelper) for a cleaning service platform, focused on user registration, service management, and seamless user experience. The apps share a core module and were built with clean architecture, modularized state management using Riverpod, and REST API integration with Dio.

- Built the complete authentication flow, including email/phone login, password recovery via PIN, and secure token handling with interceptors.
- Developed dynamic registration forms with personal data, push notification permissions, and device info collection (model, OS, language, location).
- Designed responsive dashboards showing scheduled, frequent, and past services using pagination, infinite scroll, and pull-to-refresh.
- Implemented cancellation flows with modal BottomSheets, dynamic reasons fetched from API, and optional custom input.
- Created reusable animated BottomSheet components to display success/failure screens with clean UI and transition effects.
- Structured the project with modular code, a shared core package for models and services, and followed clean code principles.
- Ensured robust API communication with error handling, token refresh, and conditional headers for unauthenticated routes.

INDOFF
Software Engineer

Tijuana, BC
September 2025-March 2026

During my experience at Indoff, I worked on internal web and CRM solutions, focusing on business process automation, custom functionality, and web platform integrations.

- Automated business workflows in Zoho CRM using custom Deluge functions and CRM automations.
- Developed automatically generated custom quote templates tailored to business requirements.
- Integrated Moodle with a web platform to support Indoff University's online learning environment.
- Developed landing pages for Indoff University and Indoff México.
- Developed and deployed a NestJS REST API for an online quotation system, hosted on InMotion Hosting and integrated with IndoffPro's quotation processes.

EDUCATION

INSTITUTO TECNOLÓGICO Y DE ESTUDIOS SUPERIORES DE MONTERREY
B.S in Computer Science and Technology

Monterrey, NL
2019-2024

- Received recognition of innovation and technology for my performance in the development of a video game for the company Ternium.
- Participation in the "Expo ingenierías" in its 20th edition, with the app "ARally" for the MARCO museum in Monterrey.
- Relevant coursework: Object Oriented Programming, Structures, Computer Architecture, Networks, Functional Programming, Advanced Algorithms, iOS Development.

ADDITIONAL INFORMATION

- Technical Skills: TypeScript, JavaScript, C++, HTML/CSS, Flutter, Dart, Swift, Python, SQL, PostgreSQL, Supabase, Firebase, Git, GitHub, REST APIs, Riverpod, Dio, AutoRoute, Tailwind, React, Next.js, Remix, Prisma, Vercel, Auth0, Innmorion, Zoho CRM, Deluge, Figma.
- Languages: Spanish (native), English; B2 (110 PTS) Certificated by Duolingo English Test.