

CARLOS D. SANDOVAL

Software Engineer

A: Monterrey, N.L, Mexico

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SKILLS:

Technologies

- Golang, Typescript, Python, C++, React, Angular, Node.js, Express.js, FastAPI, Postgres, MongoDB, AWS, Docker

WORK EXPERIENCE:

Software Engineer Intern

August 2024 - November 2024

Wizeline, N.L, Mexico

- Contributed to Wizeline's Academy team by enhancing their customized version of the Odoo e-learning module. Designed and implemented new backend models to support a lecturers feature.
- Played a key role in the development workflow by managing code reviews, ensuring adherence to best practices, and overseeing merges from development to staging.

Software Engineer Intern

August 2025 - November 2025

Irvine Systems, Tokyo, Japan

- Interned at Irvine Systems, designing and developing client systems across the full software lifecycle, from architecture and documentation to backend and frontend implementation.
- Played a key role in two new projects, including an AI-powered chat system leveraging a custom RAG architecture.

PROJECTS:

My Movie List *React, Node.js, Express.js, MongoDB, AWS*

mymovielist.cdavidsv.dev

- An Interactive Movie app that allows you to create lists and keep track of the movies and TV shows you are watching or plan to watch.

Avenue Multiagent System Simulation *Python, Unity, C#*

- A multi-agent simulation system designed to visualize and analyze the behavior and interactions of vehicles on an avenue.
- The project aims to model realistic traffic patterns and decision-making processes.

Logo *Javascript, HTML, CSS*

logo.cdavidsv.dev

- This is a collaborative project to develop a simple LOGO programming language designed to help students learn the basic concepts of programming logic. A set of commands can be entered to move a robot across the screen and create drawings.

GopherStore *Golang*

gopherstore.cdavidsv.dev

- A lightweight Redis clone, with support for strings and lists. Implements the RESP protocol with key expiration and handles concurrent access.

Online Flip Flop *Golang, Next.js, Typescript*

flipflop.cdavidsv.dev

- An online multiplayer implementation of Flip Flop, the abstract strategy board game by Masahiro Nakajima. Features single player, multiplayer, a spectator modes, and an in-game chat.

EDUCATION:

Bachelor's Degree in Computer Science

August 2021 - June 2026

Tecnológico de Monterrey, Nuevo León, México