

Contactar

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(LinkedIn)

Aptitudes principales

Artificial Intelligence (AI)
Front-End Development
User Interface Design

Languages

Español (Native or Bilingual)
Inglés (Native or Bilingual)

Certifications

Dashboard Design Concepts
AWS Educate Introduction to Cloud
101
AWS Cloud Technology and
Services
Understanding Cloud Computing
Understanding Microsoft Azure

Honors-Awards

Winner at Hackathon: Cemex
Hacks 2023 - Superior Customer
Experience
3rd Place at Hackathon: Genius
Arena Jalisco Talent Land 2024 -
SISA

Sofia de la Noval

Game Developer Intern @ Wabisabi Games
México

Extracto

Aspiring Game Developer | Programmer | Tech & Art Enthusiast

I'm a game developer in the making, passionate about crafting immersive, story-driven experiences. With a strong foundation in programming, UI/UX design, and data engineering, I'm working to merge technical expertise with creativity to bring interactive worlds to life.

Currently, I'm an Intern at Wabisabi Games and also learning 3D modeling in Maya as part of a solo game project, where I combine my programming skills with my background as a self-taught illustrator. My journey in game development is fueled by a constant drive to learn, experiment, and push creative boundaries.

Technical Skills:

Programming: Python & C++.

Game Development: Unreal Engine.

Web & Cloud: JavaScript, ReactJS, NodeJS, SQL, Azure, AWS.

Design & Art: UI/UX, Clip Studio Paint, Maya.

Goal: To grow as a game developer and create engaging, memorable gaming experiences.

Let's connect and talk about game dev, storytelling, and interactive entertainment.

Experiencia

Wabisabi Games

Game Developer Intern

enero de 2025 - Present (4 meses)

Mexico City, Mexico

- Developing gameplay mechanics in Unreal Engine, working with both Blueprint classes and C++ to implement core game logic.
- Collaborating with the design team to integrate UI improvements, ensuring a seamless player experience.
- Assisting in quality assurance (QA) by identifying and documenting bugs, testing mechanics, and providing feedback for improvements.
- Continuously expanding my knowledge in game development workflows, problem-solving, and optimizing game functionality.

Universidad del Caribe (MX)

IT Teacher - Ludoteca

noviembre de 2024 - enero de 2025 (3 meses)

Cancún, Quintana Roo, Mexico

- Taught programming to children aged 9 to 13, starting with Scratch and advancing to Minecraft Education Edition.
- Designed engaging lessons that simplified complex coding concepts, fostering creativity and problem-solving skills.
- Led classroom management, ensuring a safe, inclusive, and interactive learning environment.
- Resolved conflicts among students, promoting teamwork and collaboration.
- Developed strong emotional intelligence by mentoring students in self-awareness and empathy.
- Combined technology and education to inspire young learners and enhance their digital literacy.

CEMEX

1 año 1 mes

Software Engineer Intern

septiembre de 2023 - mayo de 2024 (9 meses)

Cancún, Quintana Roo, México

- Developed and implemented “Hey Emma”, a Voice and Chat AI Assistant for CEMEX, improving customer interaction and operational efficiency.
- Led both frontend UX/UI design and backend integration, ensuring seamless functionality and a user-friendly experience.
- Selected and implemented Azure App Services to comply with security requirements and leverage cloud computing benefits.
- Integrated Azure AI Speech for text-to-speech and speech-to-text functionalities, enhancing AI assistant communication.
- Managed secure access for internal users via Microsoft credentials, ensuring data protection and accessibility.

- Provided technical solutions and cloud architecture recommendations, optimizing cost and performance.
- Contributed to a winning project at CEMEX Hacks 2023, securing first place nationally.

Human Resources Intern

mayo de 2023 - septiembre de 2023 (5 meses)

Cancún, Quintana Roo, México

- Managed payroll records, disability cases, expenses, and INFONAVIT contributions, ensuring compliance and accuracy.
- Processed invoices and handled employee registration across multiple administrative platforms.
- Assisted in contract creation, leave management, and travel coordination, utilizing SAP for HR data management.
- Coordinated flight arrangements and scheduling automation, aligning travel plans with company policies.
- Automated scheduling processes for vacation entitlements, improving efficiency.

Educación

Universidad del Caribe (MX)

Bachelor's degree, Data Engineering and Organizational Intelligence · (agosto de 2021 - noviembre de 2025)

CBTis No. 111 "Leona Vicario"

Technical High School Diploma, Programming · (agosto de 2019 - julio de 2021)

Universidad Interamericana para el Desarrollo

High School Diploma · (agosto de 2018 - julio de 2019)