

LEONEL FRANCISCO BAILÓN SIFUENTES

+52 81 2196 6799 | bailondelta@gmail.com | www.linkedin.com/in/leonelbailonsifuentes | <https://github.com/herrdelta83>

EDUCATION

Monterrey Institute of Technology and Higher Education (ITESM)

B.S. Computer Science (5th Semester)

Exp. Graduation: June 2027

Monterrey, Nuevo León

Relevant Courses: Advanced Data Structures & Algorithms, Software Development, Multi-agent Systems

PrepaTec High School - International Program

Aug 2022 - Dec 2022

International Academic Stay

Munich, Germany

- Recognized for completing an international formative experience, demonstrating cultural adaptability and a global profile.

EXPERIENCE

Profucom

Dec 2025 – Feb 2026

IT Support / Automation & Processes Development

Monterrey, Nuevo León

- Designing and developing QuoteMaster Pro, an AI-powered sales quoting orchestrator integrating multi-agent workflows to automate product lookup, pricing, and quote generation for the sales team.
- Led development of an internal ticket system for the sales team; supported clients in software deployment, including Punto de Venta 8 (DESS), troubleshooting, configuration, and usage workflows.
- Obtained Lenovo Data Sales Certification and Dell Storage & Server Certifications, strengthening the firm's technical sales credentials with key hardware vendors.

PROJECTS & OUTSIDE EXPERIENCE

HackMTY 2025 | Wallet Mobile App | Android | Frontend & Architecture

October 2025

Mobile Developer

Academic Partner Project

- Engineered responsive Flutter UI components for a cross-platform wallet mobile application using Dart,
- 3 core features: Authentication flows, login interfaces, and state management with ChangeNotifier pattern.

Santander | Employee Training Module Software Construction

September 2025

Web & Video Game Developer

Academic Partner Project

- Contributed to the Web Portal Backend using TypeScript and Node.js, implementing credential authentication and DTOs for ticket creation, reducing onboarding time by 90%.
- Managed 3 MVPs, Product Backlogs, and User Stories in consultation with the project's legal advisor.
- Creating Assets, Scenes, and scripts a Unity video game (C#) inspired by 'Papers, Please', ensuring an accessible design for non-gamers.

Velatia | Network Design for Micro-Business Merger

June 2025

Network Engineer (#1 Ranked Team)

Academic Partner Project

- Led the physical network infrastructure design to simulate communication between 2 micro-enterprises in Cisco Packet Tracer.
- Implemented secure network traffic protocols TCP/IP using VLANs, ACLs.
- Coordinated with the corporate network engineer to validate changes and optimize architecture.

SKILLS & INTERESTS

Skills & Frameworks: Python, C++, C#, JavaScript, TypeScript, Node.js, Java (Learning), MySQL, FastAPI, React, Dart

Certifications: Project Management/Agile (Santander), Web Development Fundamentals (IBM)

Interests: Full Stack Development, Dev/Ops, Cloud, Machine Learning, Network Security..

Languages: Spanish (Native), English (B2 - Pearson), German (A1 - BWS).