

David Elias González García

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Software engineer with experience building mobile applications, backend integrations, and analytics workflows. Led an eight-person Flutter project and developed API tests and sensor-data processing pipelines. Currently building a Kotlin Multiplatform Android project for Wear OS; interested in reliable client-to-data systems.

Education

Faculty of Engineering, National Autonomous University of Mexico (UNAM)
B.S. in Electrical and Electronic Engineering

Mexico City, Mexico
2026

Skills

- **Languages:** Kotlin, Java, Python, TypeScript, JavaScript, Dart, C++ , SQL.
- **Mobile & Frontend:** Android, Wear OS, Flutter, React, React Native, Tailwind CSS.
- **Backend & Data:** FastAPI, Express.js, REST APIs, OpenCV, Pandas, Docker, Git.
- **Testing & Quality:** Jest (unit/integration tests), API testing, CI/CD workflows.

Professional Experience

PricewaterhouseCoopers (PwC) México

February 2026 – August 2026

Software Developer Intern (Java/Gosu Integration & Advisory)

- Worked with Java/Gosu and Guidewire in enterprise insurance software, contributing to integrations across multiple APIs.
- Collaborated with cross-functional advisory teams in an Agile environment on solutions for multinational clients.

Ánima Estudio México

June 2025 – November 2025

Full Stack Engineer

- Built OAuth2/JWT authentication and added Jest unit and integration tests covering 15+ API endpoints to support reliable integrations.
- Refactored React/TypeScript client modules into reusable components and implemented accessible UI patterns.

SMEISA

March 2024 – June 2025

Full Stack Engineer

- Built an analytics dashboard aggregating three or more data sources to simplify reporting for the analytics team.
- Automated image-data extraction with a Python computer-vision workflow, reducing manual processing in report generation.

Projects

Wachi — Wear OS Watch-Face Creator

September 2026 – present

- Building a mobile creator for Wear OS watch faces: design, compile, and install custom faces on physical watches.
- Implemented a Kotlin/Android scaffold with phone and Wear modules, a JSON contract for face definitions, and a WFF compiler that produces installable packages.
- Working on companion discovery, transfer, and installation-state handling using Watch Face Push APIs.

Note by Note — Audio-to-Score Transcription (MVP)

February 2026 – July 2026

- Kotlin Multiplatform mobile app that records audio (voice, guitar, etc.) and displays a basic score transcription with an estimated accuracy metric.
- Implemented audio capture and preprocessing; integrated a pretrained transcription model and designed the UI for real-time feedback.

Kanji Ji — Japanese Character Recognition App

Feb 2024 – Jan 2026

- Led an eight-person team building a cross-platform mobile app made in Expo - React Native; established tests for model inference and API communication.
- Improved on-device handwriting recognition using OpenCV preprocessing and optimized real-time rendering for a 60 fps target.

Leadership and Volunteering

President, IEEE Computer Society UNAM Student Branch

Oct 2025 – Aug 2026

- Mentored junior members and organized technical workshops; active membership grew 60%.

President, SIAFI (Artificial Intelligence Society UNAM)

Dec 2024 – Feb 2026

- Developed an ML, Python and Docker syllabus for 120+ members, bridging academic theory with industry standards.