

MARÍA PÉREZ MORIANO

Computer Engineer | Backend Developer | Specializing in AI & Data

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29/09/2002 Zaragoza, Spain Own vehicle available.



SUMMARY

Computer Engineer specialized in backend development, with experience in API design, software architecture, and database management. I have worked in professional environments developing web applications and participating in machine learning projects. I am currently specializing in Artificial Intelligence and data analysis through a university Master's program.

EXPERIENCE

#h Junior Software Developer Hiberus

📅 09/2024 - 06/2025

Hiberus, Zaragoza

- Developed scalable backend web applications using NestJS (Node.js), TypeScript, and Nuxt.
- Designed and implemented software architectures for web environments.
- Integration of REST APIs and development of data synchronization solutions.
- Management and optimization of SQL and NoSQL databases.
- Feature validation and data consistency verification prior to deployment.

Private Tutor (STEM Subjects)

📅 2022 - 2025

- Delivery of personalized lessons in mathematics, physics, and computer science

TECHNICAL SKILLS

- **Languages:** Java, Python, C#, TypeScript, PHP, C, C++, HTML5, CSS3
- **Frameworks & Web Development:** NestJS, Nuxt, Node.js, REST APIs
- **Databases:** SQL, NoSQL
- **DevOps & Tools:** Git, CI/CD, Docker, GitOps
- **Other:** Unity Engine

PROJECTS

- **Event Mobile App:** Designed and developed a real-time community event management app, improving user interaction through live updates using React Native (Expo), NestJS, REST APIs and WebSockets.
- **MetaSearch Engine:** Development of an eCommerce metasearch engine with personalized results using PHP and AJAX.
- **Advanced Shading & Post-processing:** Implementation of shaders and post-processing effects to improve visual quality in interactive projects.
- **Machine Learning & Fuzzy Logic:** Training classification models with Python and Keras applied to medical data and mushroom classification
- **AI in Unity:** Development of enemy behavior systems using A* pathfinding, cost-based logic, and world state management.

EDUCATION

Master's Degree in Artificial Intelligence (ongoing)

Universidad Internacional de La Rioja (UNIR)

Specialization in AI and Data Engineering

📅 2026 - present

Double Degree in Computer Engineering + Game Design & Development

Universidad San Jorge

📅 09/2020 - 07/2025

- Completed in a bilingual program

AI Training (40H)

Grupo Efor

📅 03-04/2026

M365 Training (10H)

Grupo Efor

📅 04/2026

LANGUAGES

English

B2



(bilingual program)

VOLUNTEERING

Mentor Program

Universidad San Jorge

📅 2020 - 2025

- Support for first-year students in technical onboarding and academic adaptation

FINAL DEGREE PROJECTS

Computer Engineering (Final grade: 9.50)

- Development of a web application for monitoring and controlling sites using sitemaps, RSS, and web scraping with Nuxt in collaboration with Hiberus [View project](#)

Game Design & Development (Final grade: 9.20)

- Case study on emergent narrative in The Sims 4 and multiple perspectives. [View project](#)