

# Mateo Elizeche

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## Skills

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**Languages:** Python, C#, C/C++, Java, SQL, MongoDB, JavaScript (Node.js, TypeScript), Dart, HTML/CSS

**Frameworks:** Flutter, Django, Flask, Genexus, Three.js, TensorFlow, Unity

**Tools & Tech:** RESTful APIs, Git, Linux, Docker, Nginx, Tomcat

## Experience

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**Research & Developer Intern**, International Games System – Taipei, Taiwan July 2025 – December 2025

- Architected a stateless, high-traffic reward system from scratch; implemented atomic database transactions and optimized schemas to minimize I/O overhead while ensuring 100% data integrity.
- Calibrated complex probability models for 30+ titles through rapid testing and logic validation, achieving a 10% increase in user engagement via data-driven game mechanic adjustments.
- Developed a scalable VIP Gift API by integrating legacy payment and tiering systems, implementing a unified backend to manage real-time gift eligibility and purchasing logic.

**Junior Developer (Remote)**, Agiltech – Asunción, Paraguay February 2025 – November 2025

- Developed a full-stack inventory management solution with a Django backend and Flutter mobile app, modernizing inventory operations and securing data via custom API authentication.
- Optimized data synchronization using parallelized asynchronous tasks to fetch up to 500k product records, significantly reducing app loading times and improving system performance.
- Built offline-first capabilities for Tera P terminals, integrating barcode scanners and physical hardware keys to ensure uninterrupted workflow in low-connectivity environments.

**Software Development Intern**, AgilTech – Asunción, Paraguay December 2023 – February 2024

- Designed and implemented a Job Application Manager for one of Paraguay's largest poultry producers, automating the hiring process and improving efficiency
- Improved applicant tracking by centralizing job applications and CV submissions in a web-based system.
- Designed and implemented a scalable solution that became the official recruitment platform for both the client and my company.

## Projects

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**Wordle AI** [mateo.elizeche.com/wordle](https://mateo.elizeche.com/wordle)

- Developed a Wordle-solving AI in Python using information theory and entropy to compute optimal guesses.
- Deployed the solver as an interactive Flask web application, exposing suggestions through a web interface.

**SquareScape – GMTK Game Jam 2024** [juanma-099.itch.io/squarescape](https://juanma-099.itch.io/squarescape)

- Published a puzzle-platformer for GMTK Game Jam 2024, ranking in the top 8% of 7,576 entries.
- Designed and implemented modular gameplay systems in Unity (C#), including scaling mechanics, checkpoints, and dynamic sound generation under a 48-hour development constraint.

**Portfolio Website** [mateo.elizeche.com](https://mateo.elizeche.com)

- Engineered a real-time portfolio dashboard integrating WakaTime and Lichess APIs to provide live telemetry of coding activity and interactive tactical puzzles.
- Implemented automated data fetching and modular component architecture to serve dynamic content with high performance and minimal latency.

## Education

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**National Taiwan University of Science and Technology** – CSIE Exchange Program Feb 2024 - Dec 2025

**Taiwan-Paraguay Polytechnic University** – Bachelor's Degree in Information Engineering Dec 2025

**Colegio Campoalto** – High School Diploma Dec 2021