

Iván Delfín García

Software Engineer with a focus in data engineering, web development, robotics systems, and bringing data solutions to production.

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EXPERIENCE

Data Scientist at El Puerto de Liverpool

Mexico City, Mexico

November 2025 - August 2026

- Leading and maintaining the effort to switch to proper version management tooling in data science team from Google Drive to Github
- Responsible for the retrieval of KPI like Monthly Active Users and Conversion Rate from different BigQuery tables and informing the different areas like Marketing and Site Experience
- Developed software for the automatization of KPI retrieval using Python and Github Actions and make efficient the process of informing stakeholders with it.
- Implementing CI/CD projects with the use of Docker deployment and using Google Run and Google Schedule for the integration

Quality Assurance Engineer at El Puerto de Liverpool

Mexico City, Mexico

August 2024 - November 2025

- Leading QA for analytics event implementation with Quantum Metrics, including verifying software, identifying bugs in Javascript, and working with developers to fix issues
- Owning and built dashboards for the visualization of breakages in data from the Credit area using Looker Studio for presenting to directors to execute on
- Documenting backend APIs for whole ecommerce website to improve analytics data and provide frontend developers with a clear source of truth for APIs
- Responsible for identifying multiple breakages in our Google Analytics data tagging on our ecommerce platform and ensured our developer teams fixed the issues

Data Science Intern at Aimbridge Latam

Monterrey, México

August 2023 - August 2024

- Evaluated potential data sources to help forecast hotel demand and built a custom data source in Python using Pandas and Numpy to feed into the production forecast
- Developed software for the cleaning and labelling of agreement data between the company and partners by creating an intuitive UI using Python and the Tkinter
- Built a prototype to visualise and quantify how local businesses affected the different clientele and hotel occupation rates to improve our forecasting

EDUCATION

Instituto Tecnológico de Estudios Superiores de Monterrey Bachelor of Engineering in Computing

University of Edinburgh MSc in Data Science

Current

TECHNICAL SKILLS

Experience in various programming languages: Python, C++, React, Unity C# and Java.

Experienced using Unity program and the C# programming language.

Completed "Google Analytics Certification"

SKILLS

Teamwork, leadership, creative person and critical thinking.

Fast learner and an open minded person ready to pick up new skills and software tools as needs arise.

RECOGNITION/AWARDS

Pixel Borregos, Shatter the Skies Led the programming area as director for the development of the video game Shatter the Skies which was given a recognition of development during our final presentation of progress by the end of the semester.

ERC Winners of Tidal Tumble Mentored FIRST Robotics Competition team Cyberius 6017 when we were the winners of the Tidal Tumble Competition which involved high performance teams from all over the world. Thanks to the high quality development of our robot.

LANGUAGES: Spanish native language, fluent in English and conversational in French.