Santiago Torres Alvarez

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linkedin.com/in/santorreswork | Houston, TX | **Languages:** English (C2) | Spanish (Native) | Italian (Conversational)

Summary

Software engineer and AI trainer with a B.S. in Computer Software Engineering (4.0 GPA) and a postgraduate year at the Apple Developer Academy in Naples, Italy. Train and evaluate frontier AI models at Handshake AI and Outlier. Build games in Godot with 3D assets from Blender. Lead the AI tooling and systems inside a Houston freight brokerage. Comfortable owning a project zero to launch and talking to technical and non-technical people in the same meeting.

Work Authorization: U.S. Citizen **Availability:** Open to Remote / Contract

Education

Tecnológico de Monterrey Monterrey, Mexico
*B.S.E. Computer Software Engineering — **GPA: 4.0 / 4.0*** *2019 – 2023*

Apple Developer Academy Naples, Italy
iOS Development — SwiftUI, Design Thinking, Human Interface Guidelines, Accessibility *2023 – 2024*

- **Best Project Award** winner across all graduating teams (2024)

Experience

Handshake AI Remote
AI Training Fellow *Feb 2026 – Present*

- Train and evaluate frontier AI models across coding, web development, communication, and image tasks.

Outlier Remote
AI Trainer

- Rate, rank, and rewrite model responses to improve accuracy, reasoning, and instruction-following.

Dover Services, Inc. Remote / Houston, TX
Sales & Freight Broker · AI / Systems Lead *2025 – Present*

- Run freight across the U.S., Mexico, and Canada (flatbed, van, over-dimensional) and lead the internal AI tooling and systems: Salesforce migration, AI agents in carrier outreach, automations that keep operations moving.

Lyrica / Apple Developer Academy Naples, Italy
iOS Developer & Project Lead *Aug 2023 – Jun 2024*

- Built and shipped an iOS app integrating NLP/AI APIs; led a team of 5 from research through App Store submission.
- Ran structured A/B tests that raised feature adoption by **25%** and engagement by **35%**; won **Best Project Award**.

Zanco S.A. de C.V. Monterrey, Mexico
Co-Founder & Full-Stack Engineer *Jan 2021 – Aug 2023*

- Built a Supply-Chain-as-a-Service platform unifying client portals, provider systems, and logistics APIs; internal CRM tooling cut operational overhead by **30%**.

Projects & Portfolio

Dispatch: Beat the AI Broker · *Godot 4, GDScript, Utility AI* *Personal*

- Cross-border load-board strategy game where you dispatch trucks against an explainable utility-AI broker that scores every truck–load pair by profit per mile and shows its reasoning live.

Flatbed Hauler · *Godot 4, 3D Physics, Blender* *Personal*

- 3D steel-coil hauling sim with a tuned VehicleBody3D truck, RigidBody3D coils that roll under hard braking, and racks that trade time for a secured load.

Xolo & the Forgotten Gods · *Unity, C#, 2.5D Metroidvania* *Collaborator · Steam*

- Action-Metroidvania about a Xolocuitzintli dog with alebrije shapeshifting powers; demo available on Steam.

Client Web & 3D · *Next.js, Three.js, Blender, Sanity, Vercel · 10+ production sites across logistics, fragrance, consulting, HR, music, and sports.* *Freelance*

Technical Skills

Languages: Python, TypeScript, JavaScript, Swift, C#, C++, Java, PHP, SQL, GDScript
Frameworks: React, Next.js, Node.js, SwiftUI, Godot 4, Unity, Three.js, Blender
AI stack: Claude Code, Cursor, Codex, GitHub Copilot, OpenAI / Anthropic / Google APIs
Platforms & Tools: Salesforce (Flows, APIs), Zoho One, Firebase, Vercel, Git/GitHub, Figma, Linux/CLI

Awards & Certifications

Best Project Award, Apple Developer Academy Naples (2024) | **Google PM Foundations** | **Apple Search Ads** | **Lean Six Sigma White Belt**