Joaquín Emanuel Lizarraga

I am a motivated technologist, I started doing robotics and programming embedded systems, now I am interested in mobile development and web backend; with the ability to work autonomously and in team environments.

Resourceful problem solver and always willing to help.

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PROYECTS

SugarSync Project (Mobile application) - in progress

November - Actually

- SugarSync is focused on creating an ecosystem for diabetes control and management.
- For carbohydrate counting it uses the USDA API. Using voice recognition AI saves the user's time searching ingredient by ingredient.
- Integration with the APIs of the companies that provide blood glucose sensors and insulin pumps(Freestyle, Dexcom and Medtronic) to keep track of the controls.
- At the same time, the user's doctor would have the possibility of accessing the
 patient's information from his or her account in the same app, being able to leave a
 clinical history.

Nasa App Project (Mobile application)

November 2023

- I developed an app with React Native using the NASA API (Astronomy Picture of the Day).
- In the application was integrated sample images, list, and details of the elements.

Pomodoro App Project (Mobile application)

October 2023

- Project developed with React Native.
- The idea was to develop a timer under the "Pomodoro" system to increase productivity and concentration.

Internship on Bocancorporation - Blog (web application)

August - September 2023

- Dynamic blog delivered for incorporation to the company website.
- Collaboration between students applying the "scrum" methodology.
- User Interface built on Next.js 13, with Zustand implementation for global state management.
- Server built on AWS Lambda, configuring AWS Api Gateway as event trigger.
- Image storage system on AWS s3 Buckets.

Academic Experience - FoodApp (web application)

August 2023

- Individual project done in a period of 2 weeks where the knowledge acquired in the Henry's Bootcamp was demonstrated.
- Implemented React as a library for the development of User Interface.
- Debido a la poca confiabilidad de la API proporcionada, creé una API propia con la misma información para que funcione con un respaldo en caso de fallar la primera.
- Application state managed with Redux.
- Server built in Node.js using Express framework.
- PostgreSQL used as database.
- Sequelize ORM implementation for queries, management and creation of database models.

Academic Experience - Rick & Morty (web application)

July 2023

- Integration project done in the first two months of the Henry's Bootcamp.
- Implemented React as a library for the development of User Interface.

TECHNICAL SKILLS

Programming Languages

JavaScript, Typescript, HTML, CSS

Libraries & Frameworks

React, React Native, Redux, Zustand, Next.js, Node.js, Jest, Mocka, Tailwind, Express, Sequelize ORM, AWS

Databases

PostgreSQL, AWS DynamoDB, Firebase

Tools & Platforms

AWS Lambda, AWS S3 Buckets, AWS Api Gateway, Git, GitHub

EDUCATION

Henry Bootcamp

Theoretical-Practical course of +800 hours where I learned about building client-server web application integrating database models, collaborating with teammates using agile scrum methodologies.

Universidad Nacional de Córdoba

Biomedical engineering career, currently in progress.

ABOUT ME

I live in Argentina, province of Cordoba, I come from the IoT industry with Arduino, where I built home automation and irrigation automation and 3d printing making prostheses, now I am specializing in React Native for mobile development.

Languages:

Native Spanish

Intermediate/Advanced English

Intermediate Italian

- Application state managed with Redux.
- Server built in Node.js using Express framework.
- PostgreSQL used as database.
- Sequelize ORM implementation for queries, management and creation of database models.

VOLUNTEERING

Academic Experience - Henry Bootcamp Teaching Assistant Program

July - September 2023

- Coordinated a group of students with the objective of integrating them with each other
- Implemented dynamics to stimulate the relationship between students.
- Aided assistance in solving exercises.
- Group activities and pair programming were promoted and encouraged.
- Feedback and ideas proposed for the improvement of the Bootcamp processes.