

Alexis Sanchez

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EDUCATION

CUNY CITYTECH

BTECH IN COMPUTER INFO SYSTEMS

Jan 2020 - Present | Brooklyn, NY
Curriculum: Java, Spring, JSP, ASP.NET,
Visual Basic

CUNY CITYTECH

ASSOCIATES IN APPLIED SCIENCE

Sep 2017 - Jan 2020 | Brooklyn, NY
Curriculum: Python, Java, HTML/CSS,
XML, SQL, Android Studio
Cum. GPA: 3.02 / 4.0
Major GPA: 3.0 / 4.0

SCHOOL FOR COOPERATIVE TECHNICAL EDUCATION

Sep 2017 - June 2018 | Manhattan, NY
Curriculum: A+ Computer Repair

SUNSET PARK HIGH SCHOOL HIGH SCHOOL DIPLOMA

Sep 2013 - June 2017 | Brooklyn, NY

SKILLS

HARD SKILLS

- Troubleshooting hardware and software.
- Setting up new hardware.
- Documentation.
- Troubleshoot: IOS, Android Devices, Windows 7, 10, 11, MacOS

TECHNICAL SKILLS

Proficient with:

JavaScript (ES6) • Python • Java
React • HTML5 • CSS3 • SCSS • MySQL
• MVC Paradigm • Git

Familiar with:

TypeScript • NodeJS • MongoDB •
ExpressJS

SOFT SKILLS

Outstanding:

Bilingual Communicator (English, Spanish)
• Troubleshooting • Self Motivation
Problem Solving • Adaptability •
Debugging • Documentation • Time
Management

TECHICAL PROJECTS

POKEMON SEARCH ENGINE | [POKEDEX.NETLIFY.APP](#) | [GITHUB LINK](#)

2023 | New York City, NY

- Built VanillaJS application based on the franchise called Pokemon to search any Pokemon the user wants.
- If query is not found in the API. It will return a message the query is not found.
- This application is built in MVC paradigm, classes (OOP), utilizing state, public Restful API called PokeAPI for the source. HTML, CSS, SCSS, JavaScript, and ParcelJS.

WWE CLONE | [WWE-CLONE.NETLIFY.APP](#) | [GITHUB LINK](#)

2022 | New York City, NY

- Built VanillaJS clone of the official site of WWE. Utilizing HTML/CSS, and Responsive Web Design
- Implemented a new solution/idea for the carousel without affecting mobile and tablet users.

GENSHIN COUNTDOWN | [GENSHIN-COUNTDOWN.NETLIFY.APP](#) |

[GITHUB LINK](#)

2022 | New York City, NY

- Built a small VanillaJS application where it displays a countdown for when the current version ends for the game called Genshin Impact.
- Implemented two timers. The initial countdown and maintenance countdown. The maintenance will begin automatically once the initial one ends.
- Implemented a side randomizer minigame where you can click a button and will return a randomized character from the game.

WORK EXPERIENCE

CASHIER

Jan 2015 – June 2017 | Brooklyn, NY

Communicate with customers, take orders, and organized incoming products.

AWARDS

2018 2nd Place Information Technology NYC SKILLS USA