



Joan Andrés Buriticá Salazar
Systems Engineering student
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Education

Santiago de Cali University

Systems Engineering student

2016 - 2020

SENA

Systems Technician

2013 - 2015

Industrial Technical Institute

High School with Emphasis on Corrective and Preventive Computer Maintenance

2010 - 2015

Experience



Ludeon

English - Spanish content translator

Translation of content, revision, correction and adaptation.

Application development (desktop and web) for the development of translations.

Q18-Q19 project leader, focus on goals, deadlines and improvement plan.



Open Source

Open Source Projects Collaborator

Software development from specifications. (PNG V1.2)

Refactoring of legacy code and implementation of interfaces

Use of modern methodologies (Module Design and Dependency Management)

2 years and 4 months verified experience by CodeTrace

Statement

Problem solving has been one of the objectives of every engineer, not being left behind, problem solving about, **computational performance**, consumption of **computational resources** and **software maintainability**, have been the **areas of interest I have focused on**, my repository in GitHub, contains projects in which, I have applied my knowledge, improving three areas: performance, consumption and especially, software maintainability, Applying: *design patterns, SOLID principles, MVC models, module-based development and dependency management.*

A maintainable software program is one that has an understandable code, expressed in a natural way and with low coupling, allowing the reuse of fragments [of code], which are multiplatform, understandable and verified exhaustively by software tests.



Original design, made by Joan Andrés Buriticá Salazar, Santiago de Cali, Colombia



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