Angel Vazquez

Software Developer

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Full-stack software developer with 1 year of experience in designing and developing scalable web applications. Expert in frontend technologies such as HTML, CSS, JavaScript and frameworks such as React and Angular, as well as backend development with Node.js, firebase, and SQL and NoSQL databases. Ability to work as a team, optimize application performance and deliver efficient solutions within established deadlines.

Education

AEC IT Programmer-Analyst 2023-2025

LaSalle College. Montreal, QC

Electromechanics Engineering 2016-2021

Instituto Tecnologico Nacional De Mexico. Leon, MX

Skills

- -Core Programming: Java, C#, JavaScript, HTML, CSS, Dart.
- -Frameworks & Libraries: React, Angular, jQuery, TypeScript, Flutter, REST API, JSON, Node.js, .NET Framework.
- -Tools & Platforms: Git, JIRA, MongoDB, Docker, Firebase, Microsoft Office.
- Databases & Storage: SQL databases, NoSQL databases, relational database design, PostgreSQL, MySQL, SQL Server.
- -Concepts: Object-oriented programming, design patterns, distributed systems, responsive web design, caching mechanisms.

Professional Experience

Junior Software Developer 09/2024 -02/2025

DevExpress, Montreal, QC.

- Learn and use Dart, used for the Flutter framework, developing features like state management and performance optimization of the application.
- Develop my TypeScript skills by writing functions to manage business logic and creating interactive user interfaces.
- Work with Firebase in the backend, including creating and deploying custom cloud features in TypeScript to manage push notifications and realtime data updates.
- Develop a dynamic mobile application for iOS, Android and the web, with tasks like API integration, navigation management and user interface optimization.

Manufacturing Engineer 06/2022 - 04/2023

Moldes y Matrices de León, Guanajuato, MX.

- Efficiently addressed issues with minimal supervision, identifying and implementing specific resolutions to fix defective, damaged, or malfunctioning parts, assemblies, equipment, and systems.
- Developed new programs to control machine operations, studying blueprints to understand specifications and adjusting machines to produce quality parts.
- Utilized MasterCam, Autodesk Inventor, and Siemens NX for 3D design tasks, contributing to the creation of detailed and accurate models for manufacturing processes.

Machining Technician 03/2021 - 05/2022

Tritech Autoparts Mexicana, Guanajuato, MX.

- Operated CNC and manual equipment to perform initial and final machining, following daily work instructions, sketches, drawings, blueprints, and manuals to determine accurate dimensions and tolerances.
- Interpreted work orders and blueprints into precise machining parameters and plans, designing work paths for custom projects by selecting suitable parameters for speed, feed rates, and tool selection.

Languages

French Limited Professional. English Full Professional. Spanish Native.