Anthony Guzman R.

FULL STACK DEVELOPER | PROJECT MANAGER

🔗 **Portfolio**

Contact

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PROFESSIONAL PROFILE

Full Stack Developer with training in Web Development and extensive experience in creating and leading E-commerce and IoT projects. Currently, I'm Project Manager at Senzary, leading the development team in the IoT sector focused on industry 4.0. Additionally, I have led the process of selecting and training new talents, contributing to the growth and success of the company.

PROFESSIONAL EXPERIENCE

Senzary, Florida, USA (remote)- Project Manager - August 2023- Current.

- I lead the development team in the research, development and implementation of new products in the field of IoT and industry 4.0, working collaboratively with people from different parts of the world (English and Spanish).
- I manage the entire data flow from the LNS to the final dashboard using Thingsboard as a central platform for data decoding and mediation.
- I led the hiring process of key people, contributing significantly to the value of the company.
- I implemented official and effective communication channels (slack, discord).
- I developed and implemented training programs in the company's general culture and onboarding.
- I have contributed documentation for existing products and new ones created.

Tools and Technologies: LoraWAN, Jira, Confluence, Trello, Bitbucket, Excel, Thingsboard, Thingpark, Wanessy Americas, Trendz, slack, discord, teams, Rest API, Google docs.

Complex, Buenos Aires, Argentina (remote) - Full Stack Developer - March 2023

- Development of a fully responsive SPA. On this occasion my role was as a front-end developer, we used agile methodologies, scrum. My contributions to the project:
- Landing Page, 404, Loader, Navbar (make it responsive), Sidebar of the dashboard (make it responsive), Footer, home styles and make the entire component responsive, Review Cards, with conditional renderings, general support in styles and responsiveness, contributions from UX/UI and logical code development.
- The most challenging thing was achieving the design and integration of fully interactive and fast 3D technology (Spline).

Tools and Technologies: Node, Postgre SQL, Express, React, Redux, Tailwind, CSS, Spline, 3D Max, Cloudunady, Sweet Alert, Auth0, DayJS, Figma, Vercel, Stripo, Mercado Pago.

Fruti Store Spa, Santiago, Chile - CEO and FrutiStore project leader - January

- Design the business model, inventory system and data structure, configuration and launch of the web application, payment methods, inventory system, website optimization, SEO.
- I directed the digital marketing campaigns on social networks, Instagram and Facebook, working with the community manager and designer.

Tools and Technologies: Jumpseller (CMS), Meta Business suite, Excel, Instagram shopping.

Eventbuy Spa, Santiago, Chile - E-commerce Project Leader Eventbuy - January 2021

- Business plan, configuration and launch of the audiovisual equipment sales platform, associating payment methods, inventory system, sku, website optimization for Google positioning through fast loading and SEO.

Tools and Technologies: Jumpseller (CMS), Meta Business suite, Excel, Instagram shoppin, Google shopping, Google ads.

Languages: English, Spanish.

SKILLS - WEB

- HTML
- CSS
- Javascript
- React
- Redux
- Spline
- 3D Max
- Node.js
- Express
- Postgres
- Sequelize
- Bitbucket
- Github
- Thingsboard

PROYECT MANAGEMENT

- Yes
- Confluence
- Trello
- Excel
- Slack
- Discord
- Google docs
- Zoom
- Meet
- Drive

OTHERS

- Protools
- Logic Pro
- 3Ds Max
- Unreal Engine
- Twinmotion
- Bard
- Chat GPT
- Jasper

PROFESSIONAL EDUCATION

Full Stack Web Developer | Henry Bootcamp - 2022 - 2023

First year of Bachelor's Degree in Accounting | Universidad de Margarita (UNIMAR) - 2015 - 2016

Bachelor of Theology | Instituto Teológico Superior Cristo Resucitado - 2011 - 2015 Superior Cristo Resucitado - 2011 - 2015

COMPLEMENTARY EDUCATION

Digital marketing | Udemy - 2022

Intermediate English Course full-time | Canadian College of English Language (CCEL), 12 weeks-2021.

Autodidacta | Protools, Logic Pro Studio, 3D Studio Max, Unity 3D, Unreal Engine, Twinmotion.