

Brandon Alejandro Stambuk

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Date of Birth: June 15, 1999 **Nationality:** Bolivian - Spanish

Github: <https://github.com/BrandonStambuk>

I am eager to learn, improve, and grow as a professional. I am committed to continually enhancing my skills and knowledge in the field of computer engineering and software development, aiming to contribute effectively to any team I am part of. My dedication to constant learning and my passion for technology drive me to seek new opportunities and challenges that allow me to develop and add value in the professional field.

Work Experience

Cine Center *Bolivia, Cochabamba* March 2021 – April 2022 • Customer service in various workstations within the cinema.

- Control in cinema halls for both entry and exit
 - Cash handling at the ticket office and Candy Bar.
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MINISO *Bolivia, Cochabamba* Mayo 2021 – Diciembre 2022 • Customer service and cash handling.

- Social media management for the brand.
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Skills

Programming Languages: C++, Java, PHP, Haskell, SQL, HTML, CSS, Typescript, Javascript

Development Tools: Git, GitHub, Figma, Cisco Packet Tracer

Database Management Systems: MySQL, SQLServer , Firebase

Frameworks: React, Angular, Laravel, Flutter

Languages: English – B1, Catalan – C1

Projects

Condominium Management System

Developed a robust web application to facilitate the management of residential condominiums, including features for resident management, financial tracking, and facility scheduling.

Competitive Programming Event Management System

Created a system to organize and manage programming competitions, offering features for participant registration, team management, and real-time scoring.

Public Garden Web System

Implemented a web-based system for managing and promoting public gardens, including plant cataloging, visitor information, and event scheduling.

Mobile Game Development: “Cacho”

Currently working on a mobile game project using Flutter, inspired by the traditional Bolivian dice game “Cacho.” The project focuses on delivering an authentic digital version of the game for a mobile audience, preserving the cultural aspects of this popular pastime.

Education

INS VILA-SECA - High School Diploma

Tarragona, Spain

Universidad Mayor de San Simón - Computer Engineering (9th Semester)

Cochabamba, Bolivia