

# Bryan Alexander Berrio Martínez

## Web Developer

Self-taught and highly motivated Full Stack Developer with 2+ years of experience building scalable applications and optimizing processes. I have completed all coursework for a B.Sc. in Systems Engineering and have a strong foundation in modern web technologies, problem-solving, and clean architecture. Passionate about continuous learning, user-centered design, and building reliable, maintainable software systems.

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### Website:

<https://bryanmartinez09.github.io/homepage>

## Education

### Dr. Andrés Bello University (Sonsonate)

Fourth-year student in Computer Systems and Software Engineering (2022 - 2025)

### Instituto Politécnico Sonsonate

High School Diploma in Graphic Design (2020 - 2021)

### Dr. José Ciro Brito Educational Complex

Basic Education (2010 - 2019)

### Soft Skills

- Fast Learning
- Problem Solving
- Teamwork
- Analytical Thinking
- Effective Communication
- Creativity

## Technical Skills

- **Programming Languages:**
  - C#, Python, PHP, JavaScript, TypeScript, Java (Android), Dart (Flutter)
- Tailwind CSS
- **DevOps & Tools:** Docker and Docker Compose
- **Databases:** MySQL, SQL Server
- **Version Control:** Git y GitHub
- **Movil Development:** Android Studio (Java) and Flutter

## Frameworks & Tools

React, Django, Laravel, NestJS, WordPress (Custom themes & plugins)

### Languages

Spanish: Native

English: Intermediate

### Experience

#### Web Development and System Management Projects

Remote — El Salvador (2024 — 2025)

Designed and developed web solutions focused on accessibility, performance, and process optimization.

- Led development of the Andrés Bello University institutional website, improving structure, performance, and accessibility.
- Built a Barbershop Management System using NestJS (API) and React + TypeScript.
- Developed ECOSOSTENIBLE, a Laravel-based platform for recycling management.
- Configured AWS S3 for scalable and secure cloud storage.

#### Application & Game Development Projects

Remote — El Salvador (2025 — Present)

Explored mobile app development, game creation, and IoT integrations.

- Published an Android application on the Google Play Store, transforming an academic project into a real-world tool.
- Built an Inventory Management System using Django and Python.
- Created an application to control a cylindrical ESP32-based robot through IP communication.

## References:

Professor at Universidad Andrés Bello

Ing. Elmer Israel Galdámez Pérez

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Professor at Universidad Andrés Bello

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