Bryan Alexander Berrio Martínez

Web Developer

I am a self-taught software developer with technical skills in multiple programming languages and databases. I have over 2 years of experience in personal projects focused on process optimization and task automation. I am passionate about continuous learning and problem-solving through the development of efficient applications. My focus is always on improving the user experience and the scalability of technological solutions.

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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
- Efective Communication
- Creativity

Technical Skills

- **Programming Languages**:
- C#, Python, PHP, Java, JavaScript.
- Tailwind CSS
- Containerization: Docker and Docker Compose
- **Databases**: MySQL, SQL Server
- **Version Control**: Git y GitHub
- **Movil Development**: Android Studio (Java) y Flutter
- **Frameworks**: React, Django, Laravel (**Blade**) y Vue.

Languages

Spanish: Native

English: Intermediate

Experience

Web Development and Management Project

Remote, El Salvador
2024 — 2025

My passion for technology and software development has led me to create digital solutions that optimize processes and enhance accessibility.

- **Website for Andrés Bello University:** Led the development of the institutional platform, improving structure and accessibility.
- **CRUD in Java with Spring Boot:** Designed a scalable platform for data management.
- **Recycling Website in Laravel (ECOSOSTENIBLE):** Developed an efficient web platform for managing recycling processes.
- **AWS S3 Knowledge:** Configured cloud storage to improve scalability and security.

Application and Video Game Development Project

Remote, El Salvador
2025 — Present

I have always believed in the power of creativity and innovation to develop unique digital experiences. This project was born from the need to explore the development of valuable applications and games.

- **App published on Google Play Store:** Turned an academic project into a functional and accessible app for thousands of users.
- **Inventory system with Django and Python:** Implemented an efficient solution for stock control and product flow management.
- **Application for controlling the ESP32 module:** Create an application to control a cylindrical robot using an assigned IP address.

References:

Professor at Universidad Andrés Bello

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Professor at Universidad Andrés Bello

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