

CARLOS DUARTE

Software Developer



Work Experience

Sommardahl Ventures | Varsity Dev | Software Development

October 2022 - Present

- Worked in the implementation of a Cloud Service with a SaaS environment, to handle video uploads and client communication through the platform.
- Implemented CI/CD pipelines with a production and a preview environment with the use of Vercel.
- Utilized Firebase as a storage service, implemented the use of Firebase Storage for large video files.
- Tested software, fix and solve bug issues, documented QA processes, and worked with a team through Github.
- Constructed components with React and TypeScript, such as creation, editing, modals, video uploads, markdown, and webhook systems for notifications.
- Manage a project through VueJs, where forms were filled out to input information into a database. Also worked in bug fixed.

Analitica | Data Analyst | Chile

September 2021 – December 2021

- Reviewed climatological and environmental studies databases.
- Used Power Bi as a tool to provide dashboards for a team.
- Built custom Power Bi filters for detailed view of requested information.
- Created live tutorial for the use of Power Bi for future employees.

CodeX Academy | Level 3

- Partnered with CodeX Academy to improve programming skills with their program.
- Improved Front-End skills, created personal projects, learned about custom APIs to serve data to JavaScript front-end base projects.

Details

carlosduartec29@gmail.com

+50495858354

Tegucigalpa, Honduras

[LinkedIn](#)

Born:

September 16, 1996

EDUCATION

B.S

Computer Engineer

Universidad Católica de Honduras

Tegucigalpa, Honduras

Highschool

Delcampo International School

Skills

JavaScript

TypeScript

VueJs

ReactJs

HTML

CSS

Firebase

SQL

[Github](#)

Spanish | Native

English | C2 | [EFSET](#)

Projects

[Personal Page](#), design a Front-end page utilizing, which is deployed using Vercel.

[Budget App](#), implemented an API for currency convert, also includes an expense list and a budget amount.