

Juan Pablo Yáñez González

📍 Monterrey, NL, Mexico | ✉ jpy20@outlook.com | LinkedIn: www.linkedin.com/in/juanpabloyaney | Portfolio: <https://mynameispablo.netlify.app>

EDUCATION

Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)

- Bachelor of Computer Science and Technology
- CGPA: 90/100

EXPERIENCE

Front-end developer at "Kindorse"

Jan 2022 - 2023

- Responsible for **designing and developing** the company's new **SAAS app** front-end, using multiple technologies such as **React**, **NextJs**, and **JavaScript** to create an interactive, dynamic, and performant **web application**.
- **Optimize code maintainability** by creating **reusable and scalable** components for the site.

Front-end developer at "Tank Studio Lab"

Dec 2020 - May 2021

- Part of a front-end team in charge of **developing** and **refactoring** applications from various clients using technologies such as **Angular**, **Svelte** and **TypeScript**.
- Collaborated with UX designers to create engaging and user-friendly websites.

Full-Stack developer at "Mexico Food Bank"

May 2020 - Nov 2020

- Developed a **web and mobile application** to automate logistics for Mexico's food bank, **reducing the organizational process by more than 50%**.
- The mobile application was developed using **Kotlin** and **Android Studio**, while the front-end of the web application was developed with **React**.
- The **back-end** of the app was implemented using **Node.js** and **SQL**, and was deployed on **AWS**.

AWARDS & CERTIFICATIONS

- **CISCO CCNA Introduction to Networks Certificate (2021)**.
- **Scrum Fundamentals Certificate (2021)**.
- **Gold medal in "Olimpiada Morelense de Robótica e Informática" (State Robotics Olympiad 2019)**.

PROJECTS

- **APIDOC (2022)**. Web application to document internal API's of a company.
- **The Maker (2021)**. A video game that incorporates **machine learning**, made using **Unity**, **C#**, and **Tensorflow**. A board game where enemy movements are generated by **artificial intelligence** using a linear regression algorithm.

SKILLS

Programming Languages | JavaScript, TypeScript, Python

Front-end | React, NextJs, Angular, Svelte, HTML, CSS, Bootstrap

Back-end | Node.js, Express, SQL **Miscellaneous** | Git, Github, NPM