

Santiago Martinez

Software Developer | Publicist | Graphic Artist

Visit

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Education

Holberton School - Software Developer

2020 - 2021

Full-time, intensive, and project-based program.
Covers the foundations of Computer Science, including Linux, data structures, algorithms, low-level programming languages, high-level modern languages, databases, APIs, and DevOps.
Focused on good practices, quality assurance & test-driven development, unit testing in C & Python.

Universidad Autonoma de Occidente - Publicist

May 2013 - Feb 2018

Ability to solve advertising problems strategically, based on research, assessment, and consumer expectations.

I.T.I. San Juan Bosco - Graphic artist

2001 - 2012

Industrial technical bachelor's degree

Skills on lithography, sublimation, illustration & photo editing.

Experience

Skillshare - Software Developer

Project developed at Holberton School with the mentoring and supervision of Skillshare. 2020

Addon proposal for Skillshare's live sessions platform to create a closer and more accessible Teacher-Student relationship, by providing features for real-time feedback, using communication features and metrics to enhance online classes.

Developed in Javascript React.js, CSS, and HTML using AWS AppSync for a serverless approach.

Celsia - Advertising Intern

Aug 2017 - Feb 2018

Design and modification of invoices for special clients, assistance with immediate design and logistics requests, in addition to monthly reporting and preparation of a newsletter on the processes of the commercial department.

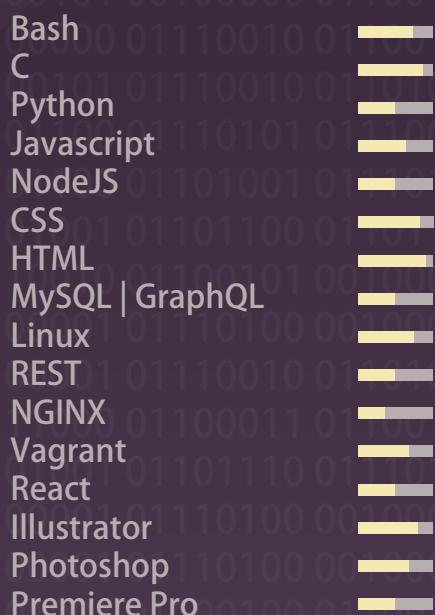
Santi



Profile

Analytical, fast-learning software developer & advertising professional. Eager to apply technical and creative abilities to diverse customer projects. Effective at collaborating with artistic project production and back-end development.

Tech stack



Languages

