

SOUND ENGINEER & FULL STACK DEVELOPER

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Experience

SOUNDLUTIONS SAS

Software Developer
(2021 - 2023)

Education

SOUND ENGINEERING

Universidad San Buenaventura
Bogotá (2015-2021)

ENGLISH (C1)

Language Studies International
(LSI) New York (2014- 2015)

DESIGN AND MULTIMEDIA INTEGRATION

SENA - Bogotá (2013)

HIGH SCHOOL

Instituto Mayéutico Bogotá
(2013)

Social Media

GitHub

<https://github.com/CrisDev96>

LinkedIn

[https://www.linkedin.com/in/
cristian-pedraza-
hoyos-96b830252/](https://www.linkedin.com/in/cristian-pedraza-hoyos-96b830252/)

About me

I am a Sound Engineer and Junior Full Stack Developer, open to learning new tools or programming languages. I enjoy contributing to the implementation and development processes of projects by applying knowledge as an engineer and developer. Currently, I am learning C#/.NET (8.0.101) and TensorFlow on freecodecamp.org/learn/.

Skills

MySQL (8.0.31)
PSQL (14.6)
Python (3.2.0 y 3.8.9)
Django (3.0.4 y 4.2.2)
PHP (7.4.25)
AWS EC2, S3, IAM y RDS.
Git - GitHub
Bot Development - CariAI
HTML 5
CSS 3
NodeJS (v16.13.2)
Ubuntu
Linux
Visual Studio
Excel
Logic Pro X
Catt Acoustics
Photoshop
Adobe Animate

Obtained Achievements

I learned to create web applications with Django and Python, applying object-oriented programming. I applied these skills to the creation of 2 projects, contributing 50% to each. Currently, these projects are still in development (Tu Calendar and EAD). Additionally, I learned the PHP programming language, helping the company increase productivity by 20% in developing bots for the company CariAI. Finally, I created servers using AWS cloud services, providing added value to the company.