Daniel Ramírez Martínez

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EDUCATION

Master Degree in Computer Science   CIC-IPN   September 2015 – December 2017 *Honor Graduate. GPA 9.8/10*

Bachelor in Communications and Electronics Engineering   ESIME   August 2010 - March 2015 *GPA 8.7/10*

EMPLOYMENT

Software engineer   **Epam System**   November 2018 - Now Mexico City, Mexico.

Peeps. Jan, 2021 – Present: Staffing WEB APPfor managers and employees to handle the life cycle of vacancy requests and help employees to match a project role.
- Refined creation, edition and details workflow of project roles.
- Reduce technical debt by refactoring code base.
- Increase workflow performance by changing change detection strategy.
- Integrated with sheets and drive API to export and import information.

Slide Tracking System. Jun, 2019 – Dec 2020: WEB APP that automates scanning workflows to replace the logging and data entry done in spreadsheets.
- Maintained Project health at maximum of 5 by constantly submitting widely tested code.
- Designed and developed end to end workflows that help to manage digitized data.
- Performed the key developer role taking responsibilities on the most complex tasks.
- Maintained business logic and code standards through code reviews and code refactors.

Product experts. Jan, 2019 - Mar, 2020: WEB APP Gamifies 1-1 support to Google products based on product experts' activity.
- Designed and implemented end to end functionality for user dashboard and directory page.
- Improved project health and spotted potential bugs by designing and writing unit tests for uncovered server side code.
- Authored version 2 of internal client side library by proposing the use of default generic types.

Stack and tools: Java 8, Angular 2, Bazel, GCP (Cloud spanner, gRPC, App engine), Guice, Producers modules(Dagger)

Back-end developer   **Yogome**   March – October 2018 Mexico City, Mexico.

iMagic park. Sep - Oct 2018. Educational minigames in a WEB APP that runs in a park located in a mall.
- Designed and implemented REST WEB services for access control for cashiers and users, register users, minigame data processing, password recovery and update data.
- Added CORS and JWE (JSON WEB Encryption) filter layers to secure endpoints.
- Extended application functionality by logging user and cashier activity.

Reto Cuantrix. Apr - Jun, 2018: WEB application to offer Math and technology national contests using minigames.
- Designed and implemented REST services for user access control, send invite emails, minigame data processing.
- Researched and developed WEB APP security hardening resulting in implementing end to end data encryption using JWE, adding CORS filtering and HTTP headers to address cross site scripting, Iframe attacks, protocol downgrade.
- Performed penetration testing to spot vulnerabilities in a to QA environment using Kali Linux.
- Designed automated tests to a stored procedure responsible for generating user scores.

Stack and tools: Java 8. Javascript. GIT. Google cloud (Datastore, app engine, bucket, debugger), Postman. Kali Linux. PL/SQL. Sengrid. Maven. JWE (JSON WEB Encryption). Markdown,. SQL server 2016

SKILLS

Programming languages: Proficient: Java 8, Typescript/Javascript. Familiar: C#, C/C++, MATLAB, PLSQL Assemble
Development: ReactJS, Android.
*Testing***: TDD, *Karma, Jasmine, Mutation testing, JUnit, Mockito, JMetter, Postman. Powermock.*
Certification courses: IT OK Center: Jr Mobile applications developer (Mar. 2017/2019). Design Database MySQL (Mar. 2016/2018), Fundamentals Building Apps For Wearables (Mar. 2016/2018),Fundamentals of Web Design (Mar. 2016/2018), Python Jr Developer (Nov. 2015/2017).