Juan Manuel Sandoval Ramírez

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EDUCATION

CETYS Universidad   Ensenada, B.C. Graduating in June 2027
B. Sc. in Software Engineering.   *GPA 97/100*

Relevant Coursework

Object Oriented Programming, Software modeling, Data Structures & Algorithms, Discrete Mathematics, Programming Methods.

WORK EXPERIENCE

Kaiku Bookstore   Ensenada, B.C, Current
Fullstack Software Engineer

➢ Developing an **ASP.NET** RestAPI, for multi-store inventory management, replacing an old system for an expected **optimization** of internal services for a quicker employee and customer experience.

➢ Creating an e-commerce website aimed at driving a **20% increase in sales** and getting a **wider brand recognition**.

➢ Leading the plan of a new website that offers customers real-time access to inventory, **improving** customer engagement of thousands of customers.

Rock Fundadores   Tijuana, B.C, Summer 2024
Fullstack Software Engineer

➢ **Addressed** the lack of prior product management by **developing** an intuitive **mobile** inventory system app using **React Native** and **Spring Boot**, enabling new employees to efficiently organize and search for products.

➢ Achieved faster customer interactions and **optimized** goods information retrieval with an inventory system estimated to be **50% faster** than memory-based searches, resulting in **increased** customer satisfaction.

➢ Established a new and **improved way for tracking** product flow, ensuring merchandise availability at all times.

MAJOR PROJECTS

Git auto-projects   Ensenada, B.C. August 2024

A web scraping API that lets you fetch information from pinned projects in a GitHub profile.

➢ Built an API with **JavaScript/Express.js** to fetch names, descriptions, README, etc. details from GitHub projects.

➢ Used **Puppeteer** and **Chromium** to explore and compile information on Github.

➢ Made exploring through important project information lighter to understand and evaluate.

Cetys Clash   Ensenada, B.C. Feb. 2024- May 2024

A Java personalizable video game.

➢ Developed a turn based **video game** that lets you customize the characters and abilities, focusing on OOP principles.

➢ Applied important **OOP** principles such as abstraction, inheritance and polymorphism to create a **maintainable** game **architecture**.

➢ Used Java **Swing** libraries for the **GUI** to have an optimized experience as health bars and character icons.

Hackathon Nasa Space Apps 2024   Tijuana, B.C. October 2024
A web page that promotes learning through gamification of ODS. https://space-apps-hackathon.vercel.app/

➢ Developed and **deployed** an engaging web page to promote **interactive** learning for the youth.

➢ Tested by **over 100 participants**, receiving positive feedback on accessibility and usability.

➢ **Led a team** in designing and implementing features with **React**.js and Chakra UI for intuitive user experience.

SKILLS & LEADERSHIP

PROGRAMMING LANGUAGES	AWARDS	TECHNOLOGIES	EXTRACURRICULAR
Proficient: Java, C++ Advanced: JavaScript Learning: TypeScript, Python, C#, C	4th Place Team Regional Event of Basic Sciences at Technological Institute of Tijuana (2022) FTC Promote Award (2023)	React.js, SpringBoot, Tailwind, Hibernate, React-native, node.js, Express, PostgreSQL, Supabase, Git, GitHub, CSS, HTML, Express, Puppeteer, Expo, Next.js, Postman, Docker, JSON, Flask, IntelliJ, VSCode, Figma, Vercel, Render.	CETYS Intern Club member and promoter. Giving mutual advice between other members as a tech community.