Emmanuel Ramírez Barquero

Systems Engineering Student

I am a creative, responsible, respectful and committed person with the ability to work both in a team and individually, with the openness to have new experiences and learn of them, both in the professional and personal environment.

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Languages

Spanish

Native

English

B1+

Programming languages

C++, Java, Phyton, PHP, HTML, JavaScript, CSS, Kotlin

Design Programs

Figma, Adobe XD, After Effects, Premiere Pro, Photoshop, Illustrator, Lightroom, Blender

ACADEMIC AND PERSONAL DEVELOPMENT

Java and Spring Boot:

I developed intermediate-level desktop and web applications in Java and earned a Java Front-End certification through Oracle One.

- C++ and C#: I gained proficiency in C++ and applied C# with .NET to create forms and desktop applications.
- Web Application Development: I created a web application with a REST API using Java (Spring Boot) and Ruby.
- **Python:** I gained basic experience in Python through console-based projects.
- Kotlin: I am currently learning Kotlin for Android mobile app development.
- Unreal Engine: I developed knowledge of using Unreal Engine and Blender for video game development.

EXPECIENCE

■ Graphic designer and audiovisual production.

Liceo Sinaí High School Peréz Zeledón, San Isidro del General, Sinaí June 2017 - 2020

- · Creation of designs for the Liceo Sinai High school of t-shirts, logos, posters and advertising.
- · Production of videos for the school as advertising media.

Tools

• After Effects, Premiere Pro. Photoshop, Illustrator, Lightroom

Project FIDA (teachers assistant), Universidad Nacional de Costa Rica Heredia, Costa Rica 2020 - Actually

- · Making designs for the University Project, such as logos, posters, graphic advertising and web sites.
- · Production of informative videos for the FIDA project.

Tools

• After Effects, Premiere Pro, Photoshop, Illustrator, Lightroom

PHP DEVELOPER - LARAVEL.

CR Nube San José, Alajuela, Sarchí February 2024 - May 2025

Company Overview: Outsourcing company specializing in software development.

- Developed a payroll system using PHP and the Laravel framework, incorporating the Moonshine library.
- · Applied the MVC architecture by managing routes, controllers, models, and resources.
- Performed basic operations with PostgreSQL databases, including queries and modifications via phpMyAdmin.
- Specialized in FrontEnd development and project structuring while collaborating with team members using Scrum methodology for effective communication and project development.

Tools

• PostgreSQL, Laravel, Moonshine, PHP, Laragon, JavaScript, Azure DevOps.

Methodology

Scrum

EDUCATION

■ International Baccalaureate

Liceo Sinaí High School Peréz Zeledón, San Isidro del General 2018

Completion of the International Baccalaureate Diploma Program.

■ Computer Application Programming

Universidad Nacional de Costa Rica Heredia, Costa Rica 2020 - 2024

Completion of the Diploma in computer applications programming.

Systems Engineering

Universidad Nacional de Costa Rica Heredia, Costa Rica 2020 - Actually

I have carried out different projects of courses of my career that help to improve the management of different software and create solutions to certain problems that arise.

Certificates and courses

Course in Front-End specialization, taught at the Oracle Next Education (ONE), in 2025. Scrum Fundamentals Certified (SFC), SCRUMstudy, in May, 2025 Practical Photography Program, taught at the Veritas University, in 2019. Programming Course with Java for the Development of Basic Level Applications, taught at the University of Costa Rica, in 2019.