

Erick Labrada

Software Engineer

Erick Antonio Labrada Rodríguez

Obregon, Sonora

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Skills

- Java
 - Python
 - SQL
 - NoSQL
 - NestJS
 - HTML+CSS
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Experience

Software Architecture/ Timbiriche

Jan 2023 - May 2023, Itson

Designed and developed the architecture for a graph based timbiriche game using MVC, a layered architecture and multiple design patterns.

I mostly worked on the design and the graphs implementation but I also lent a hand in the front in the drawing process of the graph.

Agile Methodologies/ E-Commerce

Jan 2023 - May 2023, Itson

Under the scrum methodology, me and my team developed a microservice based e-commerce. For this project I had to design the databases and entities as well as develop the user/auth service and the middleware using nestJS and rabbitMQ.

Personal Project/ 3D-Engine

July 2023 - Aug 2023, Obregon

As the core of a future project, I learnt the needed math and developed a java 3D-engine that allows you to hardcode different models as well as rotating the model. The math and the concepts involved were linear algebra, projection and rotation matrices and cross products.

Education

ITSON/ Software Engineer

Aug 2021 - Present, Obregon, Sonora

Currently in my senior year, expecting to be graduating in May 2025

Contact

GITHUB: <https://github.com/ErickLabrada>

LINKEDIN: <https://www.linkedin.com/in/ericklabrada/>

PORTFOLIO (work In Progress): <https://ericklabrada.github.io/>