Fabián Eduardo Cruz Amador

Software Engineer | Java Developer

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Experience

Grupo TI México | Software Consulting (present) Grupo T México

Java Backend Developer

Remote, March 2023 - Present

- Proactively took part in backend development of a Transportation Management System (TMS) for a logistics company, using Java 8+ (Streams, Lamda, etc.), Spring Boot and Quarkus Frameworks, Hibernate JPA and GIT Workflow.
- Worked efficiently in an agile development team, participated in daily SCRUM meeting and contributed to sprint planning.
- Designed and developed RESTful APIs that allow users to manage their customer's orders and shipments.
- Implemented required functionalities from user stories in an environment managed with Azure DevOps.



NEORIS | Software Consulting (2 years)

External Software Engineer

Remote, March 2022 - March 2023 (1 year)

- Software proposal, estimation, development and support for clients using requirements-based methodologies.
- Collaborated on API services development that are part of a bank system workflow and supported them.
- Accomplished Java Spring Boot and software design training.
- Worked on projects with technologies such as HTML, CSS, JavaScript, Java Spring Boot, SQL, and GIT.
- **Software Engineer Intern**

Remote, April 2021 - March 2022 (1 year)

Personal Projects

All of my projects (+40) available on my GitHub profile

Ticket Manager REST API | 位

Java, Spring, Spring Boot, MySQL, SonarQube, Git

· Spring application based on a ticket work system. Handles HTTP requests for creating, editing, and getting tickets. Allowed me get a clearer understanding of design patterns, dependency injection and other important concepts.

Image Analysis | [2]

Java (Android Studio), Azure Cognitive Services, Firebase, Git

• Android Java app with user managment using Firebase and camera functions. The picture taken in the application is analyzed using **Azure Services** and return the main object in the photograph and its percentage of confidence about the analysis.

NASA Space Apps Challenge Participation | は は

HTML, CSS, JavaScript, Git

 Web videogame of leading astronauts to Mars. Team project, my contribution consisted in design and development of interfaces using HTML, CSS and JS. Communication of information of components with interfaces and core functionalities.

Computer Science Blog | 12 12

HTML, CSS, Markdown, Jekyll, Git

 Personal blog where I document significant principles related to computer science and software development including Object-Oriented Programming, Data Structures, SOLID Principles, design patterns and more.

Skills **Technologies Databases**

Programming Languages

Proeficent **Familiar**

- Kotlin Java
- JavaScript

- HTML
- CSS
- Spring Boot
- Quarkus
- Microservices
- Azure DevOps
- Angular
- SonarQube Git / GitHub
- SubVersion (SVN)
- SQL / NoSQL
 - · SQL Server
 - MySQL
 - Firebase

Education

Graduating in December 2023

Software Technology Engineering, B.S.

Universidad Autónoma de Nuevo León

Led academic projects on design, development and testing, such as websites and mobile apps, availables in my portfolio. Relevant Courses: Fundamentals of programming, Data structures and algorithms, Databases, Artificial Intelligence (IA).

Courses and Certificates

All of my certificates available on my LinkedIn profile and portfolio

Java Basic and Intermediate (Accenture, NEORIS, SoloLearn) | 💆 💆 💆 Problem Solving (HackerRank) ORACLE Oracle Cloud Infrastructure 2023 Foundations Associate Web Development (UANL)