

Fabián Eduardo Cruz Amador

Software Engineer

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Experience

Java Developer | Grupo TI México (Software Consulting)

Remote, March 2023 - Present

- Developed software in the Backend Microservices Team using **Quarkus framework**, **Azure DevOps**, **SQL Server** and **Git/Gitflow**.

Software Engineer Intern | NEORIS (Software Consulting)

Remote, June 2021 - March 2023

- Software **proposal**, **estimation**, **development** and **support** for clients using requirements-based methodologies.
- Developed **API services** 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**.

Personal projects

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

Ticket Manager REST API | [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 to get a clearer understanding of **design patterns**, **dependency injection** and other important concepts.

Image Analysis | [Java \(Android Studio\)](#), [Azure Cognitive Services](#), [Firebase](#), [Git](#) [↗](#)

- Android application with users management using **Firebase Auth** and camera functions. The picture taken in the application is analyzed using **Azure Services** and returns to the user the main object in the photograph and its percentage of confidence about the analysis.

NASA Space Apps Challenge Participation | [HTML](#), [CSS](#), [JavaScript](#), [Git](#) [↗](#) [↗](#)

- Web videogame where you lead a crew of astronauts on a trip to Mars. This was a team project, my contribution consisted in: design and development of the game interfaces using web design tools (**HTML**, **CSS** and **JS**), the communication of the game information with the components of the interfaces and core functionalities.

Computer Science Blog | [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 and more.

Skills

Programming Languages

Proeficent

- Java
- JavaScript

Familiar

- Kotlin

Technologies

- HTML
- CSS
- NodeJS
- Spring Boot
- Microservices
- Azure DevOps
- Angular
- Bootstrap
- Git / GitHub
- SubVersion (SVN)

Databases

- MySQL
- SQLServer
- Firebase

Education

Graduating in December 2023

Software Technology Engineering, B.S. | Universidad Autónoma de Nuevo León

Nuevo León, México

Led **academic projects** from design to development and testing, such as websites and mobile apps, available in my portfolio.

Relevant Courses: Fundamentals of programming, Data structures and algorithms, Artificial Intelligence (IA).

Courses and Certificates

All of my certificates available on my [LinkedIn](#) profile and [portfolio](#)

- Problem Solving (Basic) | [HackerRank](#) [↗](#)
- Java Certificate (Intermediate) | [NEORIS](#) | [Sololearn](#) [↗](#) [↗](#)
- Software Project Development Methodology | [NEORIS](#) [↗](#)
- Secure Coding Pactices | [NEORIS](#) [↗](#)
- SQL Certificate (Basic) | [HackerRank](#) | [Sololearn](#) [↗](#) [↗](#)
- 2021 Space Apps Challenge Participation | [NASA](#) [↗](#)
- Web Development | [Universidad Autónoma de Nuevo León](#) [↗](#)
- Android Programming | [Universidad Autónoma de Nuevo León](#) [↗](#)