

# Alberto Giuseppe

< Full Stack Developer / >



albertogiusepp@gmail.com



+51-922-276-249



www.linkedin.com/in/Giu-Dev



https://github.com/Giuxpro

## About me

Grateful to God and life for having come across programming, which has motivated me and given me a new goal to follow, I like to be constantly learning, I am focused on my personal and professional development, as well as helping anyone who needs that little push to fly grow, I consider myself a helpful, friendly and eager to learn about different cultures

## Languages

Spanish · native

English · Intermediate

CEFR : level C1-Advanced

## Interests

Outdoor activities. Travels and tourism. sport and cinema.

## Experience

### HenryMatch App

- July 2022

### Pokemon SPA

- June 2022

### Video Game SPA

- May 2022

### Movie Cards

- January 2022

### Card Game

- October 2021

### Projects

- Project in the style of a social network to connect with people of interest made with Vite, Redux, nodeJS, MongoDB where we implement Auth0 for user login, the creation of a graphical interface for users to interact with each other along with the implementation of a chat where they can communicate, we also implemented a premium user system, payment system through stripe among other functionalities
- Development of a SPA with React, NodeJS, and Postgresql as a database, where I make a call to the PokeApi to show information of many Pokemons, search for a specific one, sort by type, alphabetical and create your own Pokemon.
- Development of a SPA with React, Redux, Node in the backend, Sequelize and Postgresql as a database, where I make a call to the Rawg Api to show information of many video games and create one through a form.
- Development of a Single Page Application that consumes a local API to fetch information from different movies. All logic is done in React. Some features are: -Render each card on the browser screen - Full responsive
- Development of memory game type cards with colors, it is about guessing the color that is shown through a code. All the logic is done in Front-End. some functionalities are: - Change Easy-Hard mode, - Restart the game.

## Education

### 2022 Full Stack Developer

Soy Henry | Henry-Bootcamp

- 800 hours of theoretical-practical course

- Training in Front-end and Back-end technologies

### 2021 Introductory Programming Course

Plataforma 5 | P5-Bootcamp

- 53 hours of theoretical - practical course

- Training in Html technologies | CSS | javascript

## Knowledge

HTML

React-Redux

CSS

Express

JavaScript

PostgreSQL