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AIBERTO JOSE GIUSEPPE ROJAS

FULL STACK DEVELOPER

+1 year experience developing web applications using technologies such as Node.js, Express.js, React.js, Redux among others. I like teamwork, generate ideas and be proactive. I have been teaching assistant at Henry´s Bootcamp, which has allowed me to help and transmit knowledge through mentoring and providing tools to those who are starting out in the IT world. I see myself in the future as a technical leader willing to train colleagues who are starting to form teams that impact the market and are willing to generate solutions

MOST RECENT WORK EXPERIENCE

Web Developer at Remax

Agust 2022 - October 2022 · [Valencia, Venezuela] [Real Estate Company, B2C-B2B]

RESPONSIBILITIES

- Generate a more customer-friendly interface by rebuilding the website from scratch.
- Integrate payment platform and services to promote the business model, making it more accessible for the client to implement a new payment method and its process.
- Integrate MailChimp services and save users who register through a form in a database in order to carry out marketing campaigns based on their needs.
- Improve the performance of the web for a better user experience.

KEY ACCOMPLISHMENTS

- Optimize the loading time of the web reducing 85% from 20s to 3s by applying lazyload techniques and reducing the memory space occupied by the images.
- Provide the idea and the implementation of the b2b model where basically dependent and independent real estate consultants in the sector can pay a subscription to the platform to allow them to publish their services on it for a certain time.

Full Stack Developer at Henry

July 2022 - Agust 2022 · [Buenos Aires, Argentina] [Social Media, B2C]

RESPONSIBILITIES

- Build a server creating an api-rest with different endpoints using express to establish communication with the client.
- Lift the server deploy and then the client to host the app on the web.
- Integrate mongoDb Atlas services as a database to store information and new registered users in the app.
- Integrate Auth0 as a means of authentication to make the registration and login process more efficient and faster for new and returning users.
- Implement the Talk.js library as a tool to create the Chat and each of its functions through which each client will communicate with each other, achieving one of the key functionalities of the project

KEY ACCOMPLISHMENTS

- Develop the logic by allowing communication between two users only if they coincided in tastes, preferences and also if both agree by making a match.
- Improved my team's efficiency by reducing cycle time from 3 months to 2 months, by promoting pair and group programming.

Full Stack Developer at Henry
May 2022 - June 2022 · [Buenos Aires, Argentina] [Web App, B2C]

RESPONSIBILITIES

- Create a server using the node.JS development environment to communicate with the client integrating express through the methods of the HTTP protocol.
- I was in charge of creating the different routes that the client would be navigating, as well as developing a different visual interface for each route to improve the user experience.
- I was responsible for Integrating the orm Sequelize with PostgreSql service as a database to store the information coming from an external API as well as the new data that is created by the users directly from the application.
- I was in charge of configuring both the server and the client and preparing both services to send them to production, deploying them in free services such as heroku and vercel, leaving the web accessible to everyone.

KEY ACCOMPLISHMENTS

- I was able to create validations integrating regular expressions that managed to meet the needs that were required when creating new information to later be stored.
- Implement an intuitively easy-to-use interface with outstanding visual aspects and in accordance with the theme to which the web is raised.

Web Developer for Personal Project
March 2022 - April 2022 · [Lima, Perú] [Movie Web]

RESPONSIBILITIES

- Create the visual interface to interact with the user.
- Connect and make requests to an external API through HTTP protocols to extract the information that will be displayed to the client.
- Create specific features like a search bar that updates in real time and a infinite scrolling that loads information to the user the browser.

KEY ACCOMPLISHMENTS

- I managed to make queries to an external API by acquiring the necessary knowledge for the configuration by establishing the protocols and methods necessary for the exchange of information.
- Improve the loading performance on the web by implementing an infinite Scroll where the data would load progressively as the client scrolled down showing different information to the user.

Full Stack Developer at Plataforma 5

October 2021 - Dicember 2021 · [Buenos Aires, Argentina] [Card Game]

RESPONSIBILITIES

- Development of memory game type cards with colors in order to guess the color that is shown through an RGB code implementing logic in Vanilla Javascript.
- Implement the functionality of changing the Easy-Hard mode, Restart the game, display the cards with the options to choose from.

KEY ACCOMPLISHMENTS

- I acquired the necessary knowledge to carry out the deployment of the project and in this way host a functional project on the web to be shared.

SKILLS

- Fast learner
- Problem solving
- Team player
- Mentoring
- Team leadership
- Adaptability

- JavaScript
- Node.JS
- Expess.JS
- React.JS
- Redux
- HTML

- CSS
- BootStrap
- SQL
- NoSql
- Test-driven development(TDD)

EDUCATION

Full Stack Developer at Henry´s BootCamp

January 2022 - Agust 2022 [Buenos Aires, Argentina]

Introductory Programming Course at Plataforma 5 coding BootCamp

October 2021 - Dicember 2021 [Buenos Aires, Argentina]

LANGUAGES

Spanish and English.