

Nimrod Huaira

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Education

Brigham Young University - Idaho

B.S. in Software Engineering

GPA: 3.5 / 4.0.

September 2022 - December 2023

Rexburg, ID

Brigham Young University - Idaho

A.A.S. in Computer Information Systems

GPA: 3.5 / 4.0.

January 2017 – July 2019

Rexburg, ID

Experience

Electrical & Computer Engineering BYU

Researcher Intern

May 2023 - August 2023

Provo, UT

- Cooperated as part of a 4-member research team to accomplish workloads related to topics assigned for investigation.
- Researched, redacted informs, and accounted of work done in weekly meetings with faculty mentors.
- Customized existing project to scrape images using Python as a programming language.

BYU-Idaho

Teacher Assistant

August 2022 - April 2023

Rexburg, ID

- Mentored online students in video calls and emails giving personalized feedback and solving inquiries related to weekly topics covered on class.
- Supervised students by promoting weekly interaction and dialog within groups.

Entel Peru S.A.

Implementor I

March 2019 - September 2021

Lima, Peru

- Cooperated in a 4-member team taking advantage of technologies like Outsystems, CSS, JavaScript, HTML and Figma for Web and Hybrid Mobile App development.
- Teamed with diverse areas, and external suppliers to maintain, develop, test, and provide technical support to 2 company applications.
- Partnered as frontend developer enhancing the UI for 2 apps, collaborating with backend when required.

Technical Skills

JavaScript, HTML, CSS, Python, C#, React Native, NodeJS, Outsystems, MongoDB, SQL, Figma.

Projects

Remizy | Personal Project

Full Stack Developer

September 2023 - December 2023

Rexburg, ID

- Conceptualized, designed, and implemented a web application to accelerate remittance sending by 50%, taking advantage of existing money transfer applications.
- Utilized agile methods, divided workload into stories, and tracked development information with Jira and Confluence.

I - Ride | Class Project

Frontend Developer

April 2023 - April 2023

Rexburg, ID

- Collaborated as part of a 4-member team to build a hybrid mobile application, operating technologies like Figma, CSS, HTML, JavaScript, Google Firebase, and React Native.
- Designed screen prototypes focused on deliver a seamless user experience.
- Directed agile team meetings aimed at knowing and preventing possible risks during bi-weekly sprints and using SCRUM best practices.