

Javier Leone *Software Developer*

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in Javier Leone

🐙 Ja4Dev

🔗 Portfolio



👤 PROFILE

I am a computer technician, currently dedicated and passionate about software development. I usually work with platforms like Android Studio environment, using Kotlin or Java as the main programming languages; I also have knowledge of other technologies such as Spring Boot, .NET Framework, Angular and other languages such as C# or C++. But, above all, I am very enthusiastic and eager to continue learning and training in the world of software development while continuing my university studies in Computer Science.

📁 PROFESSIONAL EXPERIENCE

01/2021 – 08/2021
Ciudad Autónoma de
Buenos Aires, Argentina

Full Stack Developer, Stark Solutions

Enterprise-level .NET web application development and support in a medic salary management system.

- Development of a MVC application in the .NET framework.
- Usage of technologies like AJAX for a rich UI experience.
- Design and implement of database schemas for applications using SQL Server.
- Prepare estimates of effort and duration for development tasks and activities.
- Ensure that client and end-user requirements were met for the application.
- Microsoft Team Foundation Server (TFS) for all the source code maintenance needs.

07/2019 – 07/2019
Ciudad Autónoma de
Buenos Aires, Argentina

Technical Support Professional, InfoSol

Responsible of the personal computers and related devices reparation in a computer shop, including service at client's home or installations in companies in the area.

02/2019 – 03/2019
Ciudad Autónoma de
Buenos Aires, Argentina

Technical Support Professional, InfoSol

Responsible of the personal computers and related devices reparation in a computer shop, including service at client's home or installations in companies in the area.

08/2021 – 11/2023
Ciudad Autónoma de
Buenos Aires, Argentina

Mobile Software Developer, Despegar ✎

Android application development and support in a travel sales system.

- Collaboration in the development of an Android Studio application.
- Use of Firebase for the management of properties and conditions to set up the remote configuration of the application.
- Implementation of native and web view fragments according the needs of the application.
- Making of estimations of duration and efforts for the development tasks.
- Usage of GitHub for the version management and Jenkins for the deployment of the application.

🎓 EDUCATION

08/2020 – In Progress
Buenos Aires, Argentina

University Degree in Computer Science, Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires

03/2015 – 12/2021
Ciudad Autónoma de
Buenos Aires, Argentina

Computer Technician High School, Escuela Técnica N°35 D.E. 18 "Ing. Eduardo Latzina"

📁 PROJECTS AND COLLABORATIONS

08/2022 – 04/2023

Project Leader, Independent Project ✎

A web ecommerce and products forum platform for a growshop, including the shipment management, virtual payments through Mercado Pago and an administrator panel with the CRUD of products and sales management; developed in .NET Core 3.1 and Angular 11

05/2022 – 08/2022

Project Leader, Independent Project ✎

Desktop C# .NET 4.5.2 Windows Form application for the management of a metal abrasives shop, including from the employees sign in to the products selling process with the receipt printing, including also the register of new providers and new products manually or via an Excel spreadsheet.

06/2020 – 12/2020	Project Leader, Independent Project ↗ 3D First Person Shooter game with network connection developing on the LibGDX graphic engine.
06/2019 – 12/2019	System Analysis, Independent Project ↗ Desktop VB .NET Windows Form application for the management of a private reading club, from the member sign up, to the book reception and the book provider payments; including the system analysis, developing and testing, with the correspondent documents according to the Eduard Yourdon book “Modern Structured Analysis” and user manuals.
06/2018 – 12/2018	Collaborator, Independent Project (<i>Bienvenidos a la Matanza</i>) Collaboration in the developing of a sandbox 3D game with online multiplayer mode, using C# on the Unity 2018 engine.

SKILLS			
C	● ● ● ● ●	C++	● ● ● ● ●
Java	● ● ● ● ●	Kotlin	● ● ● ● ●
C#	● ● ● ● ●	JavaScript	● ● ● ● ●
ASP.NET	● ● ● ● ●	HTML	● ● ● ● ●
CSS	● ● ● ● ●	SQL	● ● ● ● ●
.NET Framework	● ● ● ● ●	Spring	● ● ● ● ●
Android Studio	● ● ● ● ●	Bootstrap	● ● ● ● ●
Unity	● ● ● ● ●	Arduino	● ● ● ● ●
LibGDX	● ● ● ● ●	GIT	● ● ● ● ●

LANGUAGES			
Spanish <i>Native</i>	● ● ● ● ●	English <i>Advanced</i>	● ● ● ● ●
Italiano <i>Intermediate</i>	● ● ● ● ●		