

Javier Leone *Full Stack Developer*

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in Javier Leone

🐙 Ja4Dev

🖱 Portfolio



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

08/2021 – present Ciudad Autónoma de Buenos Aires, Argentina	Mobile Software Developer, Despegar <i>↗</i> Enterprise-level Android application development and support in a travel sale management system.
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. <ul style="list-style-type: none">• 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.

Education

08/2020 – In Progress Buenos Aires, Argentina	University Degree in Computer Science, <i>Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires</i>
03/2015 – 12/2021 Ciudad Autónoma de Buenos Aires, Argentina	Computer Technician High School, <i>Escuela Técnica N°35 D.E. 18 "Ing. Eduardo Latzina"</i>

Projects and Collaborations

06/2020 – 12/2020	Project Leader, Independent Project <i>↗</i> 3D First Person Shooter game with network connection developing on the LibGDX graphic engine.
09/2019 – 12/2019	Project Leader, Independent Project A web platform for diet and training management, users can also chat with trainers, nutritionists and post in a user forum.

06/2019 – 12/2019

System Analysis, Independent Project [↗](#)
Desktop 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 (Bienvenidos a la Matanza)
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#	● ● ● ● ● ●	Python	● ● ● ● ● ●
JavaScript	● ● ● ● ● ●	ASP.NET	● ● ● ● ● ●
HTML	● ● ● ● ● ●	CSS	● ● ● ● ● ●
PHP	● ● ● ● ● ●	SQL	● ● ● ● ● ●
.NET Framework	● ● ● ● ● ●	Spring	● ● ● ● ● ●
Android Studio	● ● ● ● ● ●	Angular	● ● ● ● ● ●
Bootstrap	● ● ● ● ● ●	Unity	● ● ● ● ● ●
Arduino	● ● ● ● ● ●	LibGDX	● ● ● ● ● ●
GIT	● ● ● ● ● ●		

Languages

Spanish <i>Native</i>	● ● ● ● ● ●	English <i>Advanced</i>	● ● ● ● ● ●
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