Joaquin Arturo Beltran Lopez

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Education

ITESM - Monterrey
Bachelor of Science in Computer Science and Technology Engineering (ITC)
Class of 2023.   Cumulative GPA: 96/100

Work Experience

Frontend Developer Intern - Vinco

03/2022 - Present — Responsible for developing software features and changes for Vinco's web application in a fast-paced environment. Use of an agile methodology (SCRUM). Use of Next.js framework.

Software Developer Intern - NICMX

03/2022 - Present — At NIC México, I'm working with SCRUM and JIRA to develop my tasks daily. I work on large-scale projects with Java to build features, fixes, or maintenance in current software.

Frontend Developer - Hashead

01/2022 – 05/2022 — Mainly work managing APIs and building and reusing code from older projects, ensuring the technical feasibility of the UX/UI design, optimizing applications for speed and scalability, and being innovative for features. Responsible for maintenance development and debugging software in different projects. Use of Firebase and React.

Projects

Wizeline Questions - Wizeline

Spring 2022 — A web application that allows users to ask questions anonymously or not about different topics in Wizeline. Users can search for a question, filter, and sort their results. Also, they can create new questions. Any user can comment on each question, and an administrator can mark a comment as an answer to the question. Develop with PERN stack. (PostgreSQL, Express, React, Node).

Incidence Reporter Android Application - Parque Rufino Tamayo

Autumn 2021 — Android Application where users report incidences of a park in different categories and store them in a non-relational database. Admins can see all the incidences and update their status. Responsible for the App frontend and backend development in Android Studio. Develop using Kotlin, Node.js, Express, and MongoDB.

Improve Performance Web Application - CEMEX

Spring 2021 — Web application to improve the performance of Software Developers based on KPIs by gamification. Admins could monitor their performance. Develop with Bootstrap 4, JS, Node.js, and SQL Server. Responsible for the videogame development in Unity and web integration.

Technical Skills

Programming Languages						
	C++	Moderate	JavaScript	Moderate	Kotlin	Prior
	Java	Beginner	Python	Beginner	Ruby	Beginner

Web Development	HTML/CSS, Bootstrap 4 and Node.js (Moderate). Next.js, Firebase (Prior).
Mobile Development	Kotlin (Prior).
Applications	Git and GitHub (intermediate). Unity and Android Studio (Prior).
Platforms	Windows 10. Windows Subsystems for Linux 2 with Ubuntu 20.04.

Awards And Leadership

Selected as Platzi Master Student for Cohort [09], 2022.
Participant of TreeHacks Hackathon by Stanford, 2022.