

JOSE MAURETTE

[Portfolio](#) ~ 786-362-3504 ~ [github.com](#)

SKILLS

- React.JS, Next.JS
- TypeScript, JavaScript
- Tailwind CSS, HTML
- Material UI, ShadcnUI
- English and Spanish
- Leadership Experience
- Adaptability
- Problem Solving
- Git

PROJECTS

- **Always: Workout Tracking App** – Workout app made specifically for me, premade exercises. Allows me to track the sets and reps of my workouts. Handle state, maintain Database Schema, conditionally render information.
Frontend: React, Next.js, Typescript, TailwindCSS, MaterialUI.
Backend: Postgresql, Prisma, Typescript
- **TrailTales** – Lead Developer for Summer 2024 Group Project. Prototyped and followed Wireframing to bring Website to life. Allows the user to discover trails, bookmark them and view them on their profile.
Stack: React, Next.js, Typescript, TailwindCSS, ShadcnUI.
- **Portfolio Website** - Dev Website showcasing information, Resume, Projects and how to Contact me
Stack: React, Next.js, Typescript, TailwindCSS, MaterialUI.

RELEVANT COURSEWORK

- **Computer Architecture**; studied about storing instructions and data, machine and assembly language programming, hardware components, central processing units, gates, k-maps, MIPS.
- **Programming 2**; studied more in-depth regarding arrays, methods, classes, inheritance, abstract classes, and interfaces, HashMaps, exceptions, recursion, sorting algorithms.
- **Data Structures and Algorithms**; studied the basics of data organization, running time of programs, data structures including linked lists, n-ary trees, sets and graphs, internal sorting, complex algorithms.
- **Discrete Structures**; aligned mathematical and computational concepts by applying computing to propositional logic, sets, functions, relations, induction, recursion, combinatorics, Boolean Algebra, graphs, and trees.

EDUCATION

Computer Science BA

Florida International University (FIU); Miami, FL

June 2025

High School

Miami Palmetto Senior High School, Miami; Miami, FL

- GPA: 3.7, Cum-Laude

August 2018 - June 2022