Josué Enrique Luna Palafox

Computer Systems Engineer

Summary of knowledge		
Languages & Technologies	Libraries & Frameworks	Software & Tools
o Java	∘ Spring Boot	∘ Jira, Confluence & Bitbucket
o HTML, CSS	o React JS	∘ VS Code & IntelliJ IDEA
 Javascript 	∘ NodeJS	∘ Git / Github / Bitbucket
∘ SQL		o Postman & insomnia
		o Docker

Experience

Enterprise: TechMahindra Mexico Cloud Services | Sep 2021 - Present day

Mid Software Engineer

- ▶ Jun 2024 Present day
 - o Same client and same responsibilities from previous position (Associate Software Engineer).
 - Worked on Frontend services (micro-frontends), using React & NodeJS to develop basic new features like new API calls or bug fixing.
 - o Help provided with required documentation and security scans for each release deployment.
 - o Being proactive to help other team members, QA, Devs, other teams, etc...
 - Give onboard meetings to new developers and explain technical processes details from microservices.

Associate Software Engineer

- ► Mar 2022 May 2024
 - o Worked on a assigned bank client project.
 - Worked as Backend entry level developer. Using Java & Spring Boot to develop new features and also fixing bugs in already existing Microservices.
 - o Creating of unit tests using libraries like JUnit and Mockito.
 - o Usage of technologies like Redis to implement better authentication security on API Calls.
 - o Fixing priority bugs and give support during production releases deployments.

Software Developer Intern

- ► Sep 2021 Feb 2022
 - $_{\odot}$ Worked on a Internal project to automatize a manual process for employees CV creation.
 - $_{\odot}$ Developed REST API & bussines logic in Backend side using Java & Spring Boot framework with a Microservices architecture.
 - o Creation of documentation for the above mentioned project.

School: Technological Institute of Ciudad Guzman | 2017 - 2022

o Completion of Computer Systems Engineering.

Recognitions & Participations

- Best grade point average of university generation
- o VMEdu Scrum Fundamentals certified
- National programming contest Coding Cup TecNM 2020 and 2019
- Google Hashcode 2019
- XIX State prototype contest DGETI 2017
- AEM DGETI Space Bootcamp north zone 2016

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Summary of skills

- Proactive teamplayer
- Efficient bug analysis
- Willingness to learn
- Technological adaptability
- O Discipline and task prioritization
- O Interface design skills

Languages

Spanish - native

English - Fluent B2