JUAN JOSÉ BURBANO BOLAÑOS

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PROFESSIONAL PROFILE

Sixth-semester Software Engineering student (out of eight), with strong knowledge in programming and technical problem-solving. Skilled in teamwork, quick learning, and adapting to new challenges. Experienced in academic projects related to software design and development, as well as the implementation of innovative technological solutions. Special interest in backend development, with a focus on API creation and database management. Knowledgeable in languages such as Java and the Spring Boot framework. Committed to continuous learning and technical skill improvement to contribute to high-impact projects.

EDUCATION

February 2023 - Current
Software Engineering (In progress)
Universidad Cooperativa de Colombia, Pasto- Col

Courses and Certifications

Big Data Architectures   Expected Completion: July 22, 2025
Universidad de los Andes

Java Programming Course   August 2021 – November 2021
Universidad Mariana, Pasto- Col

Java Programming: From Zero to Master   *July 2025*
Udemy (Online platform)

GitHub Actions Bootcamp   April 2025 – July 2025
Código Facilito (Online platform)

Fundamentals of Software Architecture   July 2025
Código Facilito (Online platform)

Spring Boot essentials   June 2025
  LinkedIn Learning

Professional experience

Software Developer
Feb 2025 – Apr 2025
Codintec Systems
I worked as a Junior Java Software Developer. I participated in the creation and improvement of Java applications aimed at enhancing the operational efficiency of clients. I focused on backend development using Spring Boot and Hibernate, as well as integrating with MySQL databases. I worked in a team, following Agile methodologies and conducting continuous testing to ensure code quality.

Frontend Development and Sales for Construction Materials Store
  Independent Project

  Project Duration: January 2025 – February 2025
  • Design and development of a frontend interface for a construction materials store.

• Use of technologies such as TypeScript, React, and Tailwind to create an intuitive and responsive user experience.
• **Key achievement**: Successful sale of the project to the client, demonstrating the ability to understand needs and deliver functional solutions.

POS System (Point of Sale) in Java
Academic Project – Software Patterns Class
Project Duration: September 2024 – September 2024
• Development of a POS system in Java to manage sales, inventory, and transactions.
• Implementation of object-oriented programming (OOP), software patterns, and integration with MySQL databases.
• Creation of a functional user interface to facilitate system interaction.

Meetings with the Principal of an Educational Institution – Personal Initiative
Date: August 2024 – January 2025
• Led meetings with the principal of an educational institution to present technological solutions.
• Designed and implemented software to improve the school's administrative schedule management.
• Successfully developed and delivered the project, demonstrating skills in communication, negotiation, and execution of technological solutions.

Technical skills

Java Programming (OOP, Spring Boot) | Databases (MySQL and MongoDB) | Version Control (GIT and GitHub) | Frontend Technologies (React, TypeScript, TailwindCSS)

Key Achievements

Successful Sale of Web Development Project
• Developed and sold a frontend for a construction materials store, demonstrating the ability to understand client needs and deliver functional solutions.

Implementation of Schedule Generation System
• Successfully implemented the schedule generation system software in an educational institution.

Software Proficiencies

• **IntelliJ IDEA** (IDE for Java)
• **NetBeans** (IDE for Java)
• **Visual Studio Code** (Code Editor)
• **MySQL Workbench** (Database Management)
• **Git and GitHub** (Version Control and Repository Management)
• **Excel** (Spreadsheet Software)

Languages

• Spanish: Native.
• English: Intermediate (B1)