

# JULIO RUBÉN CHURA ACABANA

Systems Engineering Student — Full Stack Developer



📍 Arequipa, Peru

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📞 988959170

👤 GitHub — 🌐 Portfolio

## PROFESSIONAL PROFILE

Fourth-year Systems Engineering student at UNSA, with a strong focus on full stack web development and backend architecture. Experience building scalable applications using modern frameworks and technologies. Proven ability to lead development modules and collaborate effectively in team-based environments through hackathons and academic projects. Seeking opportunities to apply technical skills and contribute to real-world software solutions.

## EDUCATION

### National University of San Agustín (UNSA)

*Bachelor's Degree in Systems Engineering*

2022 – Present

Arequipa, Peru

### UNSA Language Center

*English Language Program – Level A2*

2025 – Present

Arequipa, Peru

## TECHNICAL AND SOFT SKILLS

### Technical Skills:

- Frontend: Vue.js 3, JavaScript (ES6+), HTML5/CSS3, Tailwind CSS, Vuetify
- Backend: Django, Python, JWT Authentication, REST APIs
- Tools & Others: Git/GitHub, PostgreSQL, Vite, Java, Database Modeling

### Soft Skills:

- Teamwork and collaboration in multidisciplinary projects
- Effective written and verbal communication
- Problem-solving and critical thinking
- Leadership in development modules and task coordination
- Adaptability and quick learning of new technologies
- Time management and project organization

## HACKATHONS AND COMPETITIONS

### HackaOdisea 2026

*Social Innovation Hackathon*

January 2026

Arequipa

- Development of the chat module logic for a backend microservice in a risk detection system focused on children
- Participation in the deployment and integration of multiple backend services

#### **HackaEdu 2025**

*Educational Solutions Hackathon*

2025

Arequipa

- Leadership in conceptual design and architecture planning of an educational platform focused on reading comprehension

#### **Global Game Jam 2025**

*48-Hour Game Development Challenge*

2025

Arequipa

- Creation and integration of visual assets for a video game prototype under strict time constraints

## **FEATURED PROJECTS**

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### **AlojaAQP – University Housing Platform**

- Full stack platform connecting university students with housing options in Arequipa
- Design and implementation of backend logic, database schema, and REST endpoints
- Frontend and backend integration in Django via REST API with JWT authentication

### **AQP Tracker – Public Transportation Management System**

- Comprehensive system for managing public transport routes and reporting citizen incidents
- Development of forum and incident management modules
- Implementation of user authentication and access control

### **EduTec Academy – Digital Education Platform**

- Multi-role educational platform for managing courses, students, and teachers
- Leadership in frontend development of the administration module using Vue 3 and the Vuetify component library
- Contribution to the design of the student module's user interface and experience

### **AQPTransporte – Ticket Sales Platform**

- Platform for interprovincial ticket sales with integrated payment processing
- Full implementation of the ticket purchasing flow, order management, and payment validation

## **LANGUAGES**

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**Spanish** – Native — **English** – Intermediate (A2–B1)

## **INTERESTS**

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- Coffee
- Painting
- Chess
- Casual Reading