Karla Paola Macedo Mendoza

DEVELOPER

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GitHub • Linkedin • Portfolio

Monterrey, Nuevo León, Mexico.

ABOUT ME

I am a woman in constant evolution and adaptability.

Passionate Developer dedicated to creating innovative digital solutions that have a positive impact on society and the environment. My professional journey has taken me from the world of biology to the exciting field of programming, where I have found my true passion. I have embraced this field following the SCRUM methodology and focusing on self-learning. Thanks to this, I have had the opportunity to work on various challenging projects that have enhanced my skills and allowed me to explore new technologies. Additionally, my ability to work independently and in a team has been crucial in successfully tackling projects. Currently, I remain committed to continuous learning and contributing to my team's success as I continue to grow professionally and create innovative solutions for a better world.

STUDIES

• Front-end web developer.
Laboratoria, April-September 2023
• M. S. in conservation, wild life and sustentability (with Honors).
Universidad Autónoma de Nuevo León, 2022.
• B. S. in biology (with Honors).
Universidad Autónoma de Aguascalientes, 2018.

LIFE SKILLS

• Planning, organization, and time management.
• Collaborative and agile work.
• Creativity and project management.

LENGUAGES

• Spanish (native).
• English B2 (basic intermediate).

PREVIOUS WORK EXPERIENCE

Junior Fullstack Developer at Tojil A. C.
Mexico City, 2023
Developed a dashboard for data visualization and analysis, implementing both frontend and backend, improving the efficiency of the company's internal data management.

Internship at Parque Ecológico Chipinque A.B.P.
Nuevo León, 2022
Implemented wildlife monitoring methodology using R for data analysis and reporting, key for the promotion and funding of the park.

Project Coordinator at WWF México
Nuevo León, 2022
Coordinated a census in Nuevo León on the distribution of the jaguar, resulting in the collection of key data for conservation decision-making.

TECH SKILLS

FRONTEND:
HTML, CSS, JavaScript, React, TypeScript, Axios, Material-UI, MD-Bootstrap, Handlebar, Figma, Canva

BACKEND:
Node.js, Express, Python, Java, Spring Boot, Docker, Firebase, MongoDB, MySQL, PostgreSQL, Socket.io, JWT, Bcrypt, Passport, Swagger, Flowise

SALESFORCE:
Lightning Web Components, Apex, Visualforce, Flow Builder, Record-Triggered, data modeling and management

TESTING:
Jest, JUnit, Mockito, Spring Test, Apex Testing

TOOLS:
Git, GitHub, CircleCI, Visual Studio, IntelliJ Idea, R Studio

OTHERS:
SCRUM, SIG, R, Method-override, Fast-CSV, MomentJs, Babel, Eslint, Filestack

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EXPERIENCE IN WEB PROYECTS

14. Fleet Management API (4 weeks)
REST API for a taxi fleet, where users can view the list of vehicles, check the location history of a specific vehicle on a specific day, and find the last recorded location of each vehicle in the fleet.
• JAVA • JAVA • JUNIT • MOCKITO • INITIALIZR • SPRING BOOT • SPRING DATA JPA • SPRING TEST • OBJECT-ORIENTED PROGRAMMING (OOP) • SQL • CRUD • DATA BASES • POSTGRESQL • SWAGGER API

13. Guess the Number (2.5 weeks)
Interactive terminal game where the user and the computer take turns trying to guess a random number between 1 and 100. The user can customize their name. The game tracks turns, indicating whether the guess was high or low. The computer has a degree of intelligence, taking previous guesses into account for its next attempt. At the end, there is a game summary.
• JAVA • JUNIT • MOCKITO • OBJECT-ORIENTED PROGRAMMING (OOP)

12. Chat-Socket.io (1.5 weeks)
Real-time chat using basic concepts of Socket.io, where users can send messages with their name, and the conversation is displayed in real time on the message screen.
• SOCKET.IO • HTML • CSS • JAVASCRIPT • NODE.JS • EXPRESS.JS

11. Notes App (1.5 weeks)
Note-taking app where users can register, log in, create, edit, and delete notes.
• MONGODB • EXPRESS.JS • HANDLEBARS.JS • BOOTSTRAP • NODE.JS • CSS • BCRYPT.JS • PASSPORT • DOCKER

10. Santander Employees - Telent Fest 2023 (4 days)
App where the main users are Santander bank employees. In this app, users can register and log in, view basic profile information, request vacations, leaves, or absences, and search for key information about employee benefits at Santander Mexico through an AI chatbot. Collaborative project for Santander created during a hackathon.
• VITE • REACT.JS • MATERIAL-UI • NODE.JS • EXPRESS.JS • NETLIFY • FLOWISE • GLITCH • FIREBASE

9. Chat with your files (3 days)
AI chatbot with the ability to answer questions based on the information in a .txt document. The theme for this project was my master's thesis, available at the following link.
• FLOWISE • LANGCHAIN • EMBEDDINGS

8. Prompt to Json (3 days)
App that leverages prompt chaining to produce a JSON output. The chatflow takes user input and uses it as part of the prompts to generate extra information useful to the user. The theme for this project was animals; users provide an animal, and the chat returns specific information about the animal in JSON format.
• FLOWISE • LANGCHAIN • PROMPTING

7. Burger queen API (4 weeks)
API developed to manage a restaurant's database (users, products, and orders). Scheduled for 5 weeks.
• NODEJS • JS • MONGODB • DOCKER • TEST E2E • JWT • CORS • FLO • POSTMAN • VISUAL STUDIO • GIT • GITHUB

6. Burger queen API client (4 weeks)
In this project, users can take orders (waiter), send them to the preparation area (chef), and manage users and products (administrator), all connected to an API. Scheduled for 5 weeks.
• REACT • HTML • CSS • JS • AXIOS • VISUAL STUDIO • GIT • GITHUB • NODEJS • FIGMA • JEST • USER STORIES • LOCALSTORAGE • VITE • SPA • MOBILE FIRST • ESLINT • VERCEL

5. Markdown links (2.5 weeks)
Library available on npm where users can search for .md files, find links within them, validate them via HTTP requests, and get statistics about them. Scheduled for 5 weeks.
• JS • NODEJS • JEST • ESLINT (AIRBNB) • BABEL • CHALK • PATH • FS • AXIOS • MARKED • JSDOM • CIRCLE CI • GITHUB PROJECTS

4. Social network - Rockbook (6 weeks)
In this project, users can join a social network where they can post with text, images, and locations. Users can log in via Facebook, Google, or email and password registration.
• HTML • CSS • JS • VISUAL STUDIO • GIT • GITHUB • NODEJS • FIGMA • JEST • USER STORIES • FIREBASE • LOCALSTORAGE • API GOOGLE MAPS • VITE • SPA • MOBILE FIRST • ESLINT

3. Data lovers - Game of thrones (4 weeks)
In this project, users can find information about the series, characters, and families through sections, a search bar, or search filters.
• HTML • CSS • JS • VISUAL STUDIO • GIT • GITHUB • NODEJS • FIGMA • USER STORIES • JEST • GITHUB PAGES • ESLINT

2. Card validation - DoggyCare (2 weeks)
In this project, users can validate their card number using the Luhn algorithm to process payment for services. Scheduled for 3 weeks.
• HTML • CSS • JS • VISUAL STUDIO • GIT • GITHUB • NODEJS • VERCEL

1. Trivia - Laboratoria (3 days)
In this project, users can find questions about the Laboratoria bootcamp and count their correct answers.
• HTML • CSS • JS • REPLIT