CV

Contact

Carlos Carret Miranda

Bachelor in Computer Science

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Social Networks

Portfolio LinkedIn GitHub Telegram

Professional Profile

- Creation and layout of web pages and web applications in **React** and **Nextjs**.
- Creation and layout of web pages in **Angular**.
- Creation of web pages using **JavaScript** or **TypeScript** frameworks such as **Vue**, **Nestjs**, and **Nodejs**.
- Creation of web applications using C#, SQL, .NetFramework.
- Creation of Desktop applications for Windows using C# and .NetFramework.
- Creation of **Telegram bots**.

Research

- Participation in ERMAC 2023 event with presentation of work Tool for simulating tumor growth in various regions of the human body in three dimensions: url
- Participation in ELACTAM 2024 event with presentation of work Simulation of tumor growth in various regions of the human body in 3 dimensions
- Publication of article titled Ferramenta para simular o crescimento de tumores em várias regiões do corpo humano em três dimensões(See here) in REMAT journal since July 19, 2024.
- Currently developing **articles** corresponding to topics related to this section.

Experience

- Worked as a Backend Developer at Guajiritos using Nestjs from 03/2022 to 08/2022
- Worked as Part Time, Full Stack Developer at Geocuba using Vue with Quasar and Nestjs from 07/2022 to 02/2023.
- Worked as Student Assistant of Computer Science in the subjects of Functional Programming at the University of Havana from 02/2023 to 08/2023.
- Worked as Full Stack Developer at BlueBerry using .NetCore and .NetFramework and Angular from 10/2023 to 01/2024.
- Worked as Trained Professor of Computer Architecture at the University of Havana from 02/2024 to 09/2024.
- Worked as Network Technician at the Central Node of the University of Havana from 02/2024 to 10/2024.
- Currently working as Frontend Developer at Curious Website using Nextjs since 10/2024.
- Currently working as Frontend Developer at <u>Space Hunters</u> using Nextjs since 12/2024.

Soft Skills

- Completion of several projects throughout the **Computer Science**career, some of the paths that have been touched with these projects
 are:
 - Applied Mathematics
 - Software Engineering
 - Web page design
 - Work with Databases
 - Creation of backend for web and desktop applications.
- Handling of the **Spanish** language as a native language and **English** at a technical-intermediate level (B2).
- Knowledg of **Portuguese** at a basic level (A2).
- Knowledg of **French** at a technical-intermediate level (B2) and **German** at a basic level (A1).
- Currently learning **Portuguese**.
- Adaptable in learning and reading necessary documentation for the project one is working on, for example, to carry out a project on Applied Computing in biology or medicine, I usually read bibliography to specialize in these fields.
- Skill and dexterity with various frameworks for work in frontend such as Vue, React, Nextjs, Angular and for work in backend such as Nestjs or Nodejs, some projects located on my Github.
- Skill and experience working in Git, the projects are located on my Github.
- **Teamwork**. Ability to collaborate effectively, communicating clearly and resolving conflicts to achieve common goals. I have enjoyed working in a team on projects like <u>The-Sims</u> or others that are located on my <u>Github</u>.

- **Scrum Knowledge**: Experience having daily and weekly meetings, resolving obstacles and following the details of the Product Backlog.
- Adaptable to changes in development frameworks and tools.

 Available to progress in terms of improving in the technologies I master or learn to handle new technologies. For example, if a new version of the framework being used comes out, I adapt quickly to the changes.

Hard Skills or Abilities

PROGRAMMING LANGUAGES

- C | Shell | WebServer
- C++
- C# | Cellular Automata | The Sims
- CSS | Museum | Bahamas
- Dart
- Haskell | Sudoku-Hidato
- HTML | Bahamas
- JavaScript | Timestamp Project
- SQL | Animal Shop | Distributed Search Engine
- Python | Distributed Search Engine | SRI | Networks-Py | Proyecto Automata
- Prolog | Azul
- Rust
- Solidity
- TypeScript | Animal Shop | My Forum DApp

FRAMEWORKS

- Angular | Bahamas
- Blender
- Bootstrap
- Django | Museum
- **Dotnet** | Cellular Automata
- Flutter
- GraphQl
- Jestis
- Mongodb
- Nestjs | Animal Shop | Nestjs-Stripe-Prisma
- Nextjs | My Forum DApp
- Nodejs | Timestamp Project
- Quasar | GeoCuba
- React | My Forum DApp
- Vue | GeoCuba
- Unity | Cellular Automata

OTHER TOOLS

- Bash | Distributed Search Engine | Shell
- **Docker** | <u>Distributed Search Engine</u>
- Git | GitHub Profile
- PostgreSQL | Animal Shop
- TailwindCss

Education

- High School Diploma at the Vocational High School Institute of Exact Sciences Vladimir Ilich Lenin
- Bachelor of Science in Computer Science at the University of Havana from Monday, January 15, 2024.