Leonardo López Pérez

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Education

Bachelor's Degree in Intelligent Systems Engineering – GPA: 81.2 / 100   06/2020 – 06/2025 | SLP, México
Universidad Autónoma de San Luis Potosí - With internship letter, awaiting degree

Relevant Areas of Knowledge:

> *Web and mobile development, database management, data structures, object-oriented programming, cybersecurity principles, cryptography, high-performance computing, operating systems, network design and implementation, algorithmic complexity, and applied development of computing projects.*

Profesional Experience

Full Stack Developer Jr., *CNS - Centro Nacional de Supercómputo, IPICYT*   08/2023 – Presente | SLP, México

> *During my time at the organization, I strengthened my knowledge of the MERN stack (MongoDB, Express.js, React, Node.js) through constant practice and continuous study, guided by the mentorship of experienced professionals. In addition, I expanded my skills in Linux server administration and container management, which allowed me to develop more robust and scalable solutions.*

Proyects

Installation and Maintenance of an E-learning Platform

> *I focused on the installation, configuration, and maintenance of an e-learning platform based on Chamilo LMS. During this process, I configured and optimized the Apache server to ensure secure, stable, and reliable performance. In addition, I integrated an email service that allows users to send messages directly through the platform.*
> *My main responsibilities included:*
> - *Initial configuration and ongoing maintenance of the Chamilo system*
> - *Server performance optimization to ensure a smooth user experience*
> - *Efficient resolution of technical issues*
>
> *My involvement in this project ensured the platform operated stably and met users' expectations in terms of functionality and performance.*

Development of "Riot Fame" – League of Legends Statistics App

> *I developed Riot Fame, a personal web project that leverages the official Riot Games API to retrieve and display real-time League of Legends player statistics. This application allows users to search for summoners, view their match history, rankings, and performance data using endpoints provided by Riot's developer platform.*
> *Key aspects of the project include:*
> - *API integration to consume and process JSON data from Riot's REST endpoints*
> - *Dynamic data rendering and UI design using React.js*
> - *Use of asynchronous operations and error handling for a smooth UX*
> - *Emphasis on responsiveness and data visualization for better user engagement*
>
> *This project enhanced my skills in API consumption, frontend architecture, and asynchronous JavaScript, while combining my technical abilities with a personal interest in gaming.*

Skills

Technical Skills

> ***Programming Languages:*** *JavaScript, TypeScript, C, C++, python*
> ***Frontend Development:*** *HTML5, CSS3, React, Vue, Tailwind CSS, ReactNative*
> ***Backend Development:*** *Node.js, Express.js*
> ***Databases:*** *MongoDB, PostgreSQL*
> ***Version Control:*** *Git, GitHub*
> ***Server Administration:*** *Basic knowledge in managing and configuring Linux servers*
> ***Containers:*** *Basic use of Docker for creating and managing development environments*

Soft Skills

> *Commitment, responsibility, motivation, ability to learn, effective communication, active listening, adaptability, problem-solving.*