LUCIANO OROQUIETA

DESARROLLADOR WEB | FULL STACK IN TRAINING

✉ oroquietaluciano@gmail.com

☎ 2281534974

📍 Tandil

in LinkedIn | ⚙ GitHub | 💼 Portfolio

ABOUT ME

Web developer in training with experience in university teaching and development of academic and personal projects. I have been part of the academic accompaniment of students in backend projects with RESTful APIs. I am looking to join a team where I can continue learning, provide real solutions and grow professionally.

EDUCATION

Técnico Universitario en Desarrollo de Aplicaciones Informáticas (TUDAI)
Unicen - Pregrado
2022 - Present.

COURSES AND SEMINARS

Introduction to Angular
Unicen

Introduction to NoSQL Databases
Unicen

Google Analytics 4: The Next Generation of Analytics
Unicen

Master en React: ReactJS, Hooks, MERN, NodeJS, JWT
Udemy - In Progress

LANGUAGES

Español (NATIVE)

Inglés (A2 – in Progress , objetive B1)

PROFESSIONAL EXPERIENCE

Teaching Assistant

Unicen - 2023 – Present.

Teaching AssistantI facilitate classes on web development using PHP and MySQL.

I teach the MVC design pattern for backend application development.

I guide students in creating RESTful APIs and testing with Postman.

Desarrollador y Diseñador Web Freelance

2024 - Present.

Web design for travel agency (Figma - work in progress).

Website development for IT consulting company using Next.js and Tailwind.

SKILLS

Frontend: React, Css, Tailwind, Angular.

Backend con Java (Spring Boot), PHP (Laravel), NodeJs(Express).

Databases: : MySQL, PostgreSQL, MongoDB.

Tools: Docker, Git, Swagger, Postman, Figma.

Others: Electron, Next.js, MVC, APIs RESTful, testing.

FEATURED PROJECTS

Featured ProjectsAcademic Microservices (Java, Spring Boot, 2024)
- Distributed system with Eureka and independent services with Docker.

RESTful API in PHP and MySQL (2022)
- CRUD development following MVC pattern. Testing with Postman.

Full Stack App (React + Express, 2025 - In progress).
- Personal project with authentication, data management and API consumption.

User Interfaces (Frontend, UX/UI, JS, 2024)
- Game Box project with Figma design, JS logic and canvas animations.