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Luciano Piñol

Frontend - Backend - Full Stack Developer

ABOUT ME

I am a Full Stack Web Developer and Computer Technician, graduated from Henry's academy. I am passionate about new technologies, software development, cybersecurity, blockchain, web3 and programming languages. I stand out for being proactive, autonomous and for having great facility to learn new technologies and tools. I improve every day to acquire best practices and expose them in my work. My goal is to stand out as a professional developer, offering efficient and innovative solutions. I like both backend and frontend. At this time, I am interested in continuing my development in the tech industry, in an organization that aligns with my values and purpose.

TECHNICAL SKILLS / TECHNOLOGIES

HTML, CSS, SASS, Tailwind, JavaScript, TypeScript, Docker, React, React Native, Redux, Next JS, Node JS, Express JS, MySQL, PostgreSQL, Sequelize, Git, Windows, Linux, Ubuntu Server, AWS EC2, Cloudflare Tunnels, Swagger.

DEVELOPMENT TOOLS

Docker, Typescript, Eslint, Prettier, Git, Github, Trello, Notion, Visual Studio Code, SCRUM, Bash/Zsh.

PROJECTS

Full Stack App, RGBTech. *Ago 22 – Sept 22.*
Henry Bootcamp – Buenos Aires, Argentina.

- Design and develop an e-commerce of technological products, with filters by product type, brand, price, tag and rating.
- Develop the app using for the **frontend**: React, Redux, Tailwind, React-icons, ChartJS, Toastify, SweetAlert, SwiperJS, React-Select and for the **backend**: Node JS, together with Express, Bcrypt, Cloudinary, Json Web Token, Nodemailer and for the **database**: PostgreSQL and Sequelize.
- API documentation with **Swagger**.
- Development and deployment with **Docker**.

    Repository Link: https://github.com/RGBTech-PF/rgbtech

    Deploy Link: https://rgbtech.vercel.app

Full Stack App, Henry Games. *Jun 22 – Jul 22.*

Henry Bootcamp - Buenos Aires, Argentina.

- Design and develop a video game application, with filters, searches, sorting, with functionality to create, edit and delete game information.
- Develop the app using for the **frontend**: Typescript, React, Redux, Pure CSS. And for the **backend**: Typescript, Node JS, Express and for the **database**: PostgreSQL and Sequelize.
- API documentation with **Swagger**.
- Development and deployment with **Docker**.

  Repository Link: https://github.com/Luem2/pi-videogames

  Deploy Link: https://henrygames.lucianopinol.com

EDUCATION

Henry Bootcamp, Buenos Aires, Argentina — *Full Stack Developer*

APRIL 2022 - SEPTEMBER 2022.

Bootcamp, with more than 700 hours of theoretical and practical training. Competence to develop complete web applications, integrating back-end and front-end, with the "PERN" stack.

Técnica N° 2 "Independencia", Entre Ríos, Argentina — *Computer Technician*

MARCH 2012- DECEMBER 2017.

Competences: User assistance for IT products and services, providing installation, systemization, maintenance and troubleshooting services.

LANGUAGES

Spanish - Native.

English- A2 Elementary. **Credential**: The official EF SET Certificate™ | Luciano Piñol

CERTIFICATIONS

Alkemy Acceleration: **Credential**: https://lucianopinol.com/alkemy-aceleration.pdf