

Alex Man

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WORK EXPERIENCE

01/10/2024 – 15/11/2024 Girona, Spain
FULL STACK DEVELOPER AD PARTS

Spearheaded the development of a web-based chat system integrating **WhatsApp** and **Telegram**, enabling efficient client-agent communication for auto parts sales and inquiries.
Engineered and deployed robust REST APIs to fetch, transform, and store data in **PostgreSQL** databases hosted on **AWS**, ensuring high performance and scalability.
Improved chat system functionality by implementing:

- **Unified thread management:** Consolidated duplicate agent-client conversations into a single continuous thread, enhancing usability.
- **Interactive navigation:** Designed buttons to display all client conversations, with direct scroll-to-chat functionality.
- **Reply referencing:** Developed a scroll-to-original-message feature for replies, boosting user experience.
- **Session state handling:** Introduced online/offline toggles with real-time UI feedback, restricting actions in offline mode.
- **Date segmentation:** Added pop-up separators indicating conversation start and end dates, improving clarity.

Ensured seamless collaboration in an Agile development environment, adhering to **clean coding standards**.
Utilized Subversion for version control and implemented real-time development feedback using **Yarn**.

Frontend: HTML, CSS, JavaScript, **Knockout.js**
Backend: Java 21, PostgreSQL
Tools & Platforms: Visual Studio Code, IntelliJ, NetBeans, **AWS**, **Linux Fedora**

09/12/2023 – 22/11/2024 Girona, Spain
FULL STACK DEVELOPER ACCENTURE

- **Developed high-quality applications** using **Java** and scalable **Spring Boot microservices**, optimizing system performance.
- **Enhanced application security** by implementing **SQL injection prevention** methods.
- **Conducted comprehensive API testing** with **Postman** to ensure functionality and reliability.
- **Automated database operations with Bash scripting** and managed **MySQL** connections.
- **Streamlined deployments and CI/CD pipelines** using **Jenkins** and version control with **Git**.
- **Built C# applications with WPF**, improving user interface and experience.
- **Collaborated in Agile teams**, participating in sprint planning, stand-ups, and retrospectives.
- **Authored technical documentation** and contributed to the **Spanish Official Bulletin**, ensuring accurate publication of official documents.
- **Committed to continuous learning**, earning certifications in **Java**, **Spring Boot**, and **CI/CD practices**.

Technical Stack:

- **Languages:** Java, C#, Bash
- **Frameworks & Tools:** Spring Boot, WPF, Postman, Jenkins, Git
- **Databases:** MySQL

10/09/2021 – 01/12/2023 Girona, Spain
SOFTWARE DEVELOPER FREELANCE

- **Kotlin Application Development:** Built applications with **Kotlin**, implementing navigation with primary scaffolds and integrating public APIs to display cryptocurrency data (prices, volumes, etc.).
- **Game Development with Unity:** Developed interactive games such as **FlappyBird** and **Space Invaders**, focusing on dynamic gameplay, enemy interactions, and player mechanics.
- **Java Development with Hibernate/JDBC:** Retrieved and displayed Premier League data using **Hibernate** and **JDBC**, showcasing database management expertise.

- **WPF Applications:** Designed and developed multiple **C# WPF applications**, including a **card game simulation (Jacks or Better)** and a **column-sorting simulator**, enhancing UI/UX.
- **Web Development:** Created user-friendly web pages using **HTML** and **CSS**, such as a restaurant coffee menu.
- **Server and Trivia Game Development:** Hosted a local server for a trivia game, enabling users to connect and answer real-time questions.
- **Steganography Techniques:** Applied steganography methods to securely embed passwords, audio files, and data into image bits.
- **Database Management:**
 - Designed and managed relational databases with **Entity Framework**, implementing full **CRUD functionality**.
 - Built scalable non-relational databases using **MongoDB** for NoSQL solutions.
 - Integrated **Firebase** for a music storage app, enabling CRUD operations for albums, songs, and playlists.
- **Problem Solving & Recursive Functions:** Implemented recursive algorithms in **C#**, solving complex computational challenges.

Technical Stack:

- **Languages:** Kotlin, Java, C#, HTML, CSS
- **Frameworks & Tools:** Unity, WPF, Hibernate, Entity Framework, MongoDB, Firebase
- **Databases:** MySQL, MongoDB, Firebase

● EDUCATION AND TRAINING

12/09/2021 – 10/05/2023 Girona, Spain
SOFTWARE ENGINEER Institut Montilivi

● LANGUAGE SKILLS

Mother tongue(s): **SPANISH** | **CATALAN**
Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1
ROMANIAN	C2	C2	C2	C2	C2

● SKILLS

Programming Languages / Frameworks

Java | C# | Python / Bash scripting | Kotlin | Maven | Spring Boot | Swift | Unity

Web Languages / Frameworks

HTML | CSS | JavaScript | React | TailwindCSS | JSON | KnockOut.js | XML (JSON & XPATH)

Databases / ORM

MySQL | PostgreSQL | MongoDB | Hibernate | PL\SQL

Tools and Technologies

GitHub | Version Control System (Git) | AWS | SVN (Apache Subversion) | Linux (Fedora) | Jenkins | Postman