

MARIO ANDRÉS VELASQUEZ BANAAY

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<https://mario-velasquez.web.app/>

EDUCATION

Rafael Landivar University

Bachelor's Degree Information and Systems Engineering

Jan 2018 – Nov 2023
Guatemala, Guatemala

- GPA: 3.41

PROFESSIONAL EXPERIENCE

Telus International

AWS/Typescript Developer Engineer

Aug 2023 – Present
Guatemala, Guatemala

- API and services development for IoT devices interactions and functionalities using Typescript, Node.js and AWS.
- Constant and effective communication with cross-functional teams to facilitate the solution designs.
- Design flows, models and functionalities of new requirements involving IoT devices, third party provider integrations and communication between microservices involving AWS.
- Development of new requirements with an easy to maintain code with good practices using Typescript and Node.js.
- Researched and debugged on-call cases communicating and solving tickets using OpsGenie, Jira, Confluence, TypeScript, AWS and Node.js.
- Design solutions in high and low level.
- Development of base code for a new micro service allowing to deploy stacks from AWS using Cloudformation and AWS CDK.
- Generate scripts to automatize processes such as build services and deploy them.

BOWPI

Front Developer

Oct 2021 – Aug 2023
Guatemala, Guatemala

- Developed and maintained several web applications with high volume of transactions for management systems for credit card, financing and loan approvals.
- Developed and worked together with an UX/UI team to create reusable and easy to maintain web components to facilitate the development for all the frontend teams using Angular and Figma.
- Rebuilt most of the codebase of a bank system to standarize the structure of modules, components and services which led to the improvement of efficiency and code quality of the entire web application.
- Contributed in a cross-platform application development with high quality code, new reusable and mobile-first components using Typescript, Ionic and Angular with the Angular Material and built part of the in-house library.

BlueDevs

Freelance Developer

Dic 2021 – Mar 2023
Guatemala, Guatemala

- Led, developed and maintained WordPress websites for different countries with customized plugins using PHP, Google Maps and Elementor and accomplished the delivery of new functionalities and updates.

- Built a Augmented Reality mobile app using Unity, C# and Vuforia to show a 3D model based on a pattern from presentation cards.
- Developed and accomplished to integrate a third party service to automate a batch load of products that achieved the create, update and delete of product stock, images and information from a WordPress e-commerce using PHP.
- Gathered information and requirements to design solutions for e-commerces, web projects, mobile developments and backend integrations.

BlueDevs

Software Developer

Nov 2020 – Oct 2021
Guatemala, Guatemala

- Planned, designed, developed and delivered the frontend and backend of a medical history system and invoice factoring system from scratch using Angular, Node.js, MySQL, Express and MongoDB.
- Integrated backend services to facilitate the consumption of data between two systems.
- Implemented efficient web API services using .NET and C#.
- Led and support projects by organizing tasks between team members.
- Provided knowledge transfers to new team members to accelerate the learning curve of the project.

SKILLS

- Programming Languages: TypeScript, JavaScript, C#, PHP
- Frontend: Angular, Ionic, SASS, BootStrap, Angular Material
- Backend: .NET Core, Node.js, Sequelize, Vanilla PHP
- Databases: MySQL, SQL Server, MongoDB, Firebase, DynamoDB
- Methodologies and frameworks: Scrum, Kanban
- Soft Skills: Assertive communication, Teamwork, Resilience, Problem Solving
- Tools: Figma, Postman, AWS Cloud, Adobe Illustrator
- Versioning: Git, GitHub, AWS CodeCommit
- Concepts: OOP, Asynchrony, SOLID, Mobile first
- Languages: Spanish - Native, English - Advanced (C1)