

Maria Paz Bartosch

Full Stack Web Developer

📍 Reno, NV | San Francisco, CA

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Education

General Assembly - Remote

Certificate - Software Engineering Immersive | 2022-2023

FAU, UCHILE - Santiago, Chile

(School of Architecture and Urban Studies, University of Chile)

"Titulo" - Architecture | 2018-2020

Bachelor - Architecture | 2014-2017

Projects

Addventures - Hackathon

(Typescript | React | PostgreSQL | Bit.io | Tailwind)

- Hackathon theme: "Gamifying life". Built react App focused on young Kids. It offers mini-games that help understand basic math concepts.
- Integrated design made by UXUI team and developed mini-games that automatically escalate difficulty using React Use State.
- Structured the main ERD for the application.

Geek Guide - Solo Project

(Javascript, React, Tailwind, DaisyUI, Django, Python, PostgreSQL)

- Website that offers a way to easily to navigate through a collection of board game material intended to help in the learning process and playing experience.
- Frontend built with React and Tailwind, using DaisyUI components.
- Backend built with Python and Django

Game of Tres - Solo Project

(Javascript, CSS, HTML)

- Web browser card game built upon request with rules provided by client.
- Users are able to select and play cards from the browser
- Uses DOM manipulation to update the game state

Experience

Skidmore, Owings & Merrill - San Francisco, CA | Hybrid

Junior Designer | 2021-2022

Architectural Intern | 2018-2019

- Collaborated with interdisciplinary teams in multiple projects.
- Wrote scripts for 3D model generation that increased design process efficiency.

Programming skills

React

Javascript

Python

PostgreSQL

TailwindCSS

Django

HTML

CSS

Other skills

Figma

Photoshop

Illustrator

InDesign

AutoCad

Rhino

Revit

Grasshopper

