PROJECTS

SpaceTrade 🔗
2020

SpaceTrade is a stock market simulator web app developed in less than 6 days for Mintbean's Javascript Stock Market Hackathon.
With the goal of creating a frontend-only web application we decided to use **React** together with **MaterialUI** to achieve fast development with a beautiful and modern layout.
We decided to use **ChartJS2** to display the stock balance in charts. The app use real stock market data using **IEX Cloud API**, showing the data in real-time. To deploy the app, we use **Vercel**, making possible a fast deploying after the latest commits push.

Stack used: React MaterialUI Vercel ChartJS2   Mintbean's Hackathon

SpaceDream 🔗
2020

SpaceDream is a scheduler and task manager web app developed in less than 48 hours for NASA's Space Apps.
To get a fast development and a modern style, we decided to use **React** with **MaterialUI** who provides Google-like styles..
In the app there should be a way to represent data in charts, we choose **ReactApexCharts**, who provides a easy way to pass data and get a great layout. To develop the calendar, we saw **React Scheduler** as the best solution, because it is implemented very well with MaterialUI, getting as result, a very functional and interactive calendar like Google Calendar.

Stack used: React MaterialUI Vercel GrpahQL MongoDB ReactScheduler ReactApexCharts   NASA Challenge

ACHIEVEMENTS

Latin American Innovation Rally
2020
1st Place

INTERESTS

Flutter

Currently I am learning Flutter and Dart. By learning this, I will be able to develop mobile apps for iOS and Android, Web Apps, and even Desktop Programs.
Flutter tenchology and Dart language are very similar to React framework and JavaScript language, these similarities helps me to learn faster.

Vue Ecosystem

As a experienced web developer I recognize the strength of VueJS framework and it's whole ecosystem (NuxtJS, Vuex, Vuetify, and Vuesax). It's scalability, flexibility, easy-to-learn, and it's community caught my attention. It's a framework that I really would like to learn and use!

Game Development

I like play videogames in my free-time. I really want to learn Unity3D and UnrealEngine5 to develop my own games and know even more of this area.

SSR / Jam Stack

JamStack is an emerging modern architecture for building web apps. And since I realize that this allows you to do a ServerSide Rendering (SSR) of your web site and make it faster, it's caught my attention. It would be great if I can get an JamStack by learning NextJS or Gatsby (for React) or NuxtJS (for VueJS)

UX/UI

JamStack is an emerging modern architecture for building web apps. And since I realize that this allows you to do a ServerSide Rendering (SSR) of your web site and make it faster, it's caught my attention. It would be great if I can get an JamStack by learning NextJS or Gatsby (for React) or NuxtJS (for VueJS)

Musical Composition

Combining the goal of develop my own game and my passion for music, I noticed I can learn musical composition to add my own music to my own videogames. As first step, I must learn Piano!

Python

Multi paradigm (Web, AI, BigData, etc), interpreted, good code readability, and easy to learn... Python always calls my attention. I see Python like a multiTool technology. It would be very useful learning this language!