

Antonio Martinez

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,
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Summary

Dynamic, detail-oriented, Tech architect with 7 years of proven professional experience in developing and designing high-performance PHP and JavaScript applications.

Knowledge of object-oriented programming and MVC pattern design.

Good understanding of web services and SOA related standards like REST / OAuth / JSON.

MySQL database design, Cloud deployments, and Server scalability strategies.

Understanding of webmaster concepts and AWS DevOp ability (SSL, IIS, DNS, Reverse proxies, IP configuration, Cloudflare).

Experienced at working on projects at all stages of the Software Development Life Cycle (SDLC) from the idea of development to delivering the completed product.

Experience

Web Developer

Netsoft • San Jose, Costa Rica

03/2013 - 02/2014

- * Develop clean-code, testable, and reusable PHP modules.
- * Optimize components for maximum performance across a vast array of web-capable devices and browsers.
- * Collaborate with developers, designers, and customers to create tailor web solutions to their needs and requirements.
- * Provide operational support and maintenance for broadly distributed production systems.

Web Developer

PROFI • San Jose, Costa Rica

04/2014 - 02/2017

- * Use of and knowledge of MVC frameworks (CakePHP, Laravel, or Symfony) and migrations.
- * Read and write SQL queries, complex queries, joins, and store procedures as well as database normalization.
- * Project code maintenance and improvement.
- * Write complex SQL queries in pursuit of performance efficiency.
- * Participating in Agile ceremonies, including sprint planning, stand-ups, retrospectives, and demos.

Software Engineer

CIP Reporting • Virginia, United States

08/2016 - 06/2017

- * Ingest all current reporting provisions and come up with smart ways to present them in a more end user-friendly manner.

- * Maintain productivity tools for management and employees, such as KPI dashboards and so forth.
- * Identify techniques and work-flows to continuously improve our processes.
- * Undertake deep-dive analysis and provide recommendations.

Software Engineer

Jazz Gaming Solutions • San Jose, Costa Rica

01/2018 - 09/2020

- * Work closely with Product Managers and others to define product requirements and specifications for proposed web and mobile initiatives.
- * Create wireframes, storyboards, and user flows that promote usability and accommodating technical needs in addition to potential source code constraints.
- * Relentlessly simplify and distill complex processes into intuitive and elegant UIs.
- * OOP, design patterns, algorithms, and data structures.
- * Building LEMP based server-side REST APIs
- * Leading PHP frameworks like Laravel, Symphony, etc.
- * Relational databases and no relational (e.g. MySQL, Google Firebase), and caching technologies (e.g. Redis)

Skills

- | | |
|--------------|--------------|
| • AWS | • PHP |
| • MySQL | • Node.js |
| • JavaScript | • TypeScript |
| • Angular | • HTML |
| • CSS | |

Languages

- | | |
|-----------|-----------|
| • Spanish | • English |
| • German | |

B.O.S - Booking Management system.

I was in charge of the development of a reservation system for hotels called B.O.S that is currently operating in Mexico and part of Central America that receives reservations from all over the world.

Besides being the product owner, I was also responsible for writing the code and integrating the following functionalities listed below.

- Design the MYSQL database.
- Write the script that would manage the entry and cancellation of reservations.
- Write the script that would manage the calendar and inventory of the accommodations.
- Encrypt the payment form and Integrate the payment gateway, Paypal and Stripe.
- System of email confirmations by SMTP.

Technologies and versions used for this product.

- PHP 7.0
- MySQL 5.7
- Vanilla JavaScript
- JQuery 3.2

Pay Per Head Calculator.

This project is about a system of reports of money transactions and records of commissions for sale by agents. With 45 different types of reports that have several filtering options.

An obsolete system is written in a version of PHP 5.2 and a template system in HTML 1.0 was successfully migrated to a rest API in PHP with version 7.3 and to an application in Angular CLI version 8 and recently updated to the latest version 9.

I took care of this update by myself with a development duration of 4 months. I used a customizable UI Kit called Nebular which already had some security and authentication components ready which shortened development time.

This UI kit has some materialize tables that I had to replace because these tables and components were not capable of rendering the data so I used ag-grid which is a very powerful JavaScript Grid for handling massive data that is capable of Support a single data load with 100 thousand rows without the browser freezing.

Technologies and versions used for this product.

- PHP 7.3
- SQL Server 13.0
- Angular CLI version 8 and 9
- Windows IIS 10.0



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On



Antonio

Tech Architect

PHP



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