Matías Oveja Smith

FULLSTACK JAVASCRIPT DEVELOPER POINTING TO WEB3

Tandil, Argentina

□ +549 249 4216417 | matias.ovejasmith@gmail.com | MatiasOS | movejaSmith

Skills_

Programming ES6, Solidity

Blockchain Ethereum, swarm, IPFS **DevOps** AWS, Docker, pm2

Data Base Redis, MongoDB, PosgreSQL

Back End NodeJS, Express

Front End React

Testing Travis CI, Mocha, Chai **Languages** Spanish, English

Experience

XoorMar del Plata, Argentina

JAVASCRIPT DEVELOPER

Mar. 2019 - PRESENT

• Stack: ES6, React, Express, Node, Docker, MongoDB

Windingtree Prague, Czech Republic

CORE DEVELOPER

Dec. 2017 - Feb. 2019

Stack: ES6, React, Web3, Express, Node, Solidity, Docker, Now.sh.

Bons CABA, Argentina

Jan. 2017 - Dec. 2017

• Stack: ES6, React, Senaca, Express, Docker.

Grupo Assa Tandil, Argentina

JAVASCRIPT DEVELOPER

Aug. 2016 - Jan. 2017

Stack: JavaScript, Node, Linux.

Stack: JavaScript, Node, Linux.
 Turneau Japan Jale

Express y loopbak.

Grupo Assa Tandil, Argentina

ABAP TECHNICAL CONSULTANT Mar. 2015 - Aug. 2016

• ABAP developer.

Education _____

UNICEN (Universidad Nacional del centro de la provicia de Buenos Aires)

System Engineering

85% complete

MAY 28, 2019 MATÍAS OVEJA SMITH

Events

Blockchain Tandil Tandil, Argentina Apr. 2019 - PREENT

ORGANIZATION & SPEAKER

- Introduction to Blockchain
- Introduction to Solidity and React
- Solidity workshop

Devcon iv Prague, Czech Republic

ATENDEE

• Conference for builders

Prague, Czech Republic

30 Oct. - 2 Nov. 2018

26-28 Oct. 2018

24-25 Oct. 2018

25-27 May. 2018

ATENDEE AND HACKER

• Confrences about web3 stack

• Hackathon

CryptoLife

WindingTree hackathon Prague, Czech Republic

MENTOR

· Support hackers

ETH Buenos Aires CABA, Argentina

HACKER

• Solidity and dApp development.

Node conf Arg CABA, Argentina

ATENDEE

• Javascript conference.

26-28 Oct. 2017

Writings_

Blockchain guides Blockchain Tandil

FOUNDER & WRITER Apr. 2019 - PRESENT

• Common Patterns in blockchain ecosystem

Javascript guides Xoor

WRITER Jan. 2019 - PRESENT

- ES6
- Understanding this
- Destructuring