

Miguel Guardia

Software Engineer

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SKILLS

Languages: Ruby, Python, JavaScript, HTML/CSS, SQL
Frameworks/Databases: Ruby on Rails, PostgreSQL
TDD: RSpec, Minitest, Capybara, Shoulda-Matchers
Technologies/Tools: Github, Git, ActiveRecord, Heroku, JSON, Bootstrap, Travis CI
Principles: OOP, MVC, DRY, SRP, REST, TDD

OPEN SOURCE

Forem | Major League Hacking Fellowship | github.com/forem/forem

- Open-source software that powers DEV.to and provides a platform for users to build communities
- Fixed bug where podcasts would not update if the RSS feed was not sorted properly ([Pull Request](#))
- [Tech Stack](#): Ruby, Rails, JavaScript, Preact, RSpec, PostgreSQL, ActiveRecord, Sidekiq, Redis

Abalone | Ruby for Good Conference | github.com/rubyforgood/abalone

- Data tracking and analytics system aimed at storing and measuring data for population trends, mortality rates, and breeding programs for the endangered abalone species
- Updated database by creating new relationships between models ([Pull Request](#))
- [Tech Stack](#): Ruby, Rails, RSpec, PostgreSQL, ActiveRecord, FactoryBot

PROJECTS

Viewing Party | Solo Project | github.com/Miguel-Enrique13/viewing_party

- Web application that allows users to browse movies and schedule watch parties with friends
- Consumed The Movie Database API to get all movie information
- Wrote unit tests and integration tests to achieve 99% test coverage
- [Tech Stack](#): Ruby, Rails, RSpec, PostgreSQL, Heroku, TravisCI, Bcrypt, Webmock, VCR

Rails Engine | Solo Project | github.com/Miguel-Enrique13/rails_engine

- API serving business logic to an e-commerce site
- Tested and exposed 19 API endpoints; utilized advanced ActiveRecord; serialized JSON response
- [Tech Stack](#): Ruby, Rails, RSpec, PostgreSQL, ActiveRecord, FactoryBot

ClipBit | Group Project | github.com/MLH-Fellowship/ClipBit

- Created a CLI application that summarizes YouTube videos using a pre-trained NLP model
- [Tech Stack](#): Python, Click

EXPERIENCE

Software Engineering Fellow | Major League Hacking | Remote

Feb. 2021 - Present

- Contribute to Open Source projects with a team of Fellows under the educational mentorship of a senior software engineer

Project Engineer Intern | International Pulp & Paper Mill | Grande Prairie, Alberta

Sep. 2018 - Sep. 2019

- Collaborated with multiple engineering departments, contractors, vendors, and management in order to successfully complete a \$160,000 project

Mechanical Engineer Intern | City of Edmonton | Edmonton, Alberta

Sep. 2017 - May. 2018

- Designed equipment parts and generated drawings for manufacturing and installation using SolidWorks

EDUCATION

Turing School of Software and Design (Self-taught) | Back-End Software Engineering

Jun. 2020 - Jan. 2021

University of Alberta | Bachelor of Science in Mechanical Engineering

Sep. 2015 - May. 2020