



Pablo Magnavachi

Web Developer

Hello! I'm a Computer Programming graduate from UTN, adaptable and open to learning new technologies as needed. I'm enthusiastic about pursuing opportunities in the field and contributing as a skilled programmer. Currently, I'm actively seeking a backend position, preferably in Java



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pablomagna.github.io/



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SKILLS

Java

Spring Boot 3

MySQL

Microservices

C#

SqlServer

Docker

Spring Cloud

GitHub

SqlServer

LANGUAGES

Spanish

Native or Bilingual Proficiency

English

Professional Working Proficiency

SOFT-SKILLS

Teamwork

Problem-solving

Empathy

EDUCATION

Degree in Computer Programming

Universidad Tecnologica Nacional - FRGP

03/2022 - 11/2023

Buenos Aires - Argentina

Intermediate Bachelor's Degree in Economics

Universidad Nacional Rosario

03/006 - 11/2011

Rorsario, Argentina.

Courses

▣ Maxi Programa - Level 2

▣ Maxi Programa - Level 3

▣ TodoCode - Microservices

PERSONAL PROJECTS

NoCountry Project VerduMarket (02/2024 - 03/2024)

▣ Spring Boot 3.22, Spring cloud, Eureka, Docker, Gateway, MySQL.

▣ <https://github.com/No-Country/c16-57-t-java-react>.

▣ Minimum Viable Product developed by a team of 9 members in 2 weeks for an E-Market

Java 8 - Bank Web (09/2020 - 11/2023)

▣ <https://www.youtube.com/watch?v=rkkEmYIEKEs&t=2s>

▣ JPA - Servlet - MySQL - DER - Eclipse

▣ Final degree project, as part of a team, involving problem analysis, creation of Entity-Relationship Diagram (ERD), database development, and logic implementation

C# - Pet Adoption web (04/2023 - 06/2023)

▣ <https://www.youtube.com/watch?v=LijcJl9CSQc>

▣ . NET Framwork 4.8, WebForm, SqlServer

▣ Game developed solely using C++ libraries, highlighting strong utilization of logic, completed in the first year of college.

Boomberman Game (09/2022 - 11/2022)

▣ <https://www.youtube.com/watch?v=49TsbgME1qU>

▣ C++, SFML, Programing logic.

▣ Game developed solely using C++ libraries, highlighting strong utilization of logic, completed in the first year of college.