

# Ian Miranda

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## About me

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**Jr Software Developer** focused on backend development with **Java** and **.NET**. Experienced with **C#**, and **Java** projects. Quick learner, strong communicator, and team player with a passion for clean and efficient code

**Jr Support Developer**, Imagine Software Solutions S.R.L – Remote May 2025 – Present

- Optimized backend code, reducing Unit Id editing time by approximately **20%**, improving system performance and user experience.
- Documented and implemented a new **FAQ** view, cutting depots related customer inquiries by **50%** within one month in certain depots.
- Integrated internal processes with **NetSuite**, streamlining data synchronization and enhancing operational efficiency.
- Modified internal **API** endpoint to allow sending multiple units in a single request, improving processing efficiency by approximately **25%**.
- Provided immediate solutions to production issues or bugs, ensuring minimal downtime and stable system performance.

**Jr Architect Solutions**, Magic Solutions – Jaco, Puntarenas Dec 2024 – April 2025

- Determine with the customer the best hardware based on his present and future requirements.
- Provided technical guidance and support to clients, ensuring seamless integration of new technologies.
- Collaborated with the development team to create user stories defining web solutions according to client needs.
- Helped troubleshoot technical issues on clients and our own equipment.

## Projects

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**Space-Dodge** [github.com/PuzzledStone/Space-Dodge](https://github.com/PuzzledStone/Space-Dodge)

- Implemented **multi-threading** to manage individual asteroid instances and ensure continuous movement.
- Used **(X, Y)** coordinates to track and update the positions of asteroids and detect collisions with the spaceship.
- Persisted player scores in a local **JSON** file for a lightweight, human-readable save system.
- Managed dependencies and builds using **Maven**, ensuring a modular and maintainable codebase.

**Beach S.A** [github.com/PuzzledStone/Beach.SA](https://github.com/PuzzledStone/Beach.SA)

- Wrote C# code to handle core logic including request validation, business rules, and service-layer interactions.
- Designed and implemented a **RESTful API** using ASP.NET Web API, structured with the MVC pattern.
- Implemented **JWT** (JSON Web Token) authentication to secure protected routes and handle user sessions.
- Used Entity Framework for ORM (Object-Relational Mapping), enabling easier database interactions.

## Skills

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**Programming & Development:** .NET, C#, Java, Javascript, HTML, CSS, Bootstrap, Tailwind CSS, React, Node.js.

**Database & Tools:** MySQL, Oracle, HeidiSQL, Microsoft SQL Server.

**Version Control & Deployment:** Git, GitHub, NPM, ViteJS, Netlify, Vercel, Azure, Kubernetes.

**Language:** Spanish (Native), English (B2).

## Education

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**Universidad de Costa Rica** – Bachelor's Degree in Computer Science and Media Technology

December 2025