



René

United States· Matches your timezone (8 AM to 12 PM PST or EST)

"I am a highly motivated and results-driven professional. My strengths lie in robust programming knowledge, self-drive passion for getting work done, and I'm always looking forward to new challenges and excellence in coding. I am passionate about continuous learning and professional growth. Through my hard work and dedication, I have been able to meet project deadlines, delivering high-quality code to the projects I have been involucrated. Outside of work, I enjoy gaming, mostly see coding videos, and exercising. Overall, I am a well-rounded individual who is dedicated to excelling in both my personal and professional life."

Years of exp. 1 year(s) of experience

Technical Skills You will be matched for these following skills:

Skill	Years of experience
✓ .NET1 year	1 year
✓ C#1 year	1 year

Additional skills:

Java 1 year	Software Development 1 year	MySQL 1 year
Unity 1 year	SQL 1 year	Problem Solving 1 year
Android/Java 1 year	JavaScript 1 year	HTML5 1 year
CSS3 1 year	Next.js 1 year	Tailwind CSS 1 year

Work History

Developer September 2019 - Present
Free 3 yrs 7 mos

Tournament Manager

Building a robust and efficient tournament manager desktop app in C# .NET is a challenging task that requires a full range of skills and knowledge. To create a successful app, I must have a deep understanding of programming languages, algorithms, data structures, and software design patterns. I need to focus on implementing best practices in software development to ensure that the app is efficient, secure, and scalable.

One of the most critical considerations in building this app is the proper use of design patterns. Design patterns are proven solutions to common software design problems that can help improve the quality and maintainability of the app. By using design patterns, I can ensure that the app is easy to modify and extend over time and that it follows best practices in software development.

In addition to using design patterns, I must also focus on writing clean and maintainable code. Clean code is code that is easy to read and understand, and that is free of unnecessary complexity. By writing clean code, I can make it easier for other developers to maintain and modify the app in the future, which is crucial for the long-term success of the project.

Another important consideration is the efficient use of algorithms and data structures. To handle a large amount of data and provide fast performance, I need to carefully select and implement algorithms and data structures that are optimized for the specific needs of the tournament manager app. This will help ensure that the app can scale and perform well over time, even as the amount of data and the app's complexity increases.

Security is also a crucial consideration in building this app. I need to ensure that the app is secure from common attacks, such as SQL injection and cross-site scripting. This involves implementing proper authentication and authorization mechanisms, as well as using encryption and other security measures to protect sensitive data.

Finally, I need to focus on delivering a user-friendly interface that makes it easy for tournament organizers and players to manage and track the tournament data. This involves using intuitive and easy-to-use controls and providing clear and concise instructions and documentation to help users understand how to use the app.

Overall, building a robust and efficient tournament manager desktop app in C# .NET is a complex and challenging task that requires a full range of skills and knowledge. By implementing best practices in software development, including proper use of design patterns, clean and maintainable code, efficient algorithms, and security measures, I can deliver a high-quality product that meets the needs of the users and can be easily maintained in the future.

The Tournament manager was a success

Security	C#	.NET	Design Patterns	Software Developm...	SQL	Algorithms and Dat...
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Unity Game

A fan-made game project designed to challenge and enhance skills in c# programing and the Unity Game engine, while providing a delightful and compact gaming experience. The goal is to deliver a fun and enjoyable product that can be played and appreciated by a broad audience.

the project was finished, and only friends and family see it.

Unity	C#
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Library Control App

Developing an app for a library is a great way to streamline the process of taking book orders and managing inventory. With this app, library staff can easily track which books are available and order new books as needed. Using Java as the development language and SQL as the database, this app will be efficient, user-friendly, and easy to maintain.

The app will provide an intuitive interface for staff to manage and track inventory, with features like search functions and easy-to-use ordering forms. Additionally, the app will allow staff to quickly check which books are available and which need to be ordered, helping to reduce the risk of overstocking or understocking.

Using MySQL as the database will allow for efficient data storage and retrieval, ensuring the app can handle a large amount of data and perform well even as the library grows. This will help to ensure that the app can grow and evolve, providing continued value to the library and its staff.

Overall, the app will be a valuable tool for any library looking to streamline its book ordering and inventory management processes. With its efficient design, user-friendly interface, and robust data management capabilities, it is sure to become an essential part of any library's operations.

The app was completed in time.

Java	MySQL	SQL	Inventory
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Informatic September 2019 - October 2022
3 yrs 1 mos

Statistics & Data Corporation (SDC)

My current skills base includes the following:

Mid-level to expert in java, +3 years
Mid-level to expert in c#, +2 years
Field experience in managing networks.
Create and work with SQL databases, for 1 year.
c# .net application backend development, 2 years.
Designing and developing video games, for 1 year.
Backend Development
Proficiency in Unity Engine.

I would describe my self like a problem solver, always looking for the best way to get things done.

I'm eager to deliver all kinds of informatics solutions to everyday problems.

Side Projects

Compiler for an experimental programming language

Developing a compiler for an experimental programming language requires a thorough understanding of the language's syntax and semantics. The compiler was used as a validator for structures that come from a user interface in the first place. Once the compiler was developed, it was utilized to validate code from a videogame, that simulates the processes of programming, to help people to learn in a fun and interactive way the problem-solving skills necessary to get into tech. This process involves a lot of testing and debugging to ensure that the compiler works correctly and can catch any errors or inconsistencies in the code.

Java

Community cultural App

Developing an Android app to maintain a record of a city's cultural developments required a thorough understanding of the city's history and cultural significance. The app's interface was designed to provide easy access to information on the city's cultural developments in an attractive and visually appealing way, with a focus on utilizing technology and the internet to promote cultural preservation and education.

To develop the app, we utilized a range of technologies and tools, including Android Studio, Java, and various libraries and APIs. The app's features included a search function, a map interface, and a database of cultural developments, all of which were designed to be intuitive and user-friendly. To ensure the app was accessible to all types of users, we also included text-to-speech and voice recognition functionality.

Through the development of this app, we were able to preserve the cultural identity of the city and provide easy access to this information for residents and visitors alike. This project highlights the importance of utilizing technology and the internet to promote cultural education and preservation, ensuring that the unique identity of communities is conserved for future generations.

Android Studio	Android/Java	Third party APIs	Java
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Holy Grail Web

<https://github.com/ReneOsvaldoCamachoFernandez/holy-grail-css-layout>

I developed a web project using the Holy Grail design pattern, which consists of a three-column layout with the center column being the largest. I used HTML, CSS, and JavaScript to create a responsive design that adapts to different screen sizes. The project was successful in achieving the desired layout and functionality.

JavaScript	HTML5	CSS3	CSS: Grid
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Testimonials grid section

<https://github.com/ReneOsvaldoCamachoFernandez/Testimonials>

I designed and developed a web page that displays testimonials using HTML, CSS, and JavaScript. The page features a responsive layout that adapts to different screen sizes and allows users to toggle between different testimonials using buttons. The project was successful in meeting the requirements for a visually appealing and user-friendly testimonials page.

photo-portfolio

<https://github.com/ReneOsvaldoCamachoFernandez/photo-portfolio>

This is a photography portfolio project to dive into Next.js, Tailwind CSS, and more front-end technologies.

JavaScript	HTML5	CSS3	Tailwind CSS	Next.js	React
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results-summary-frontend-mentor

<https://github.com/ReneOsvaldoCamachoFernandez/results-summary-frontend-mentor>

This is a challenge from the frontend mentor platform, made responsive, with Next.js, React.js, Tailwind CSS, TypeScript, and more front-end technologies.

Typescript	React Hooks	Next.js	React
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product-preview-card-component

<https://github.com/ReneOsvaldoCamachoFernandez/product-preview-card-component>

Product preview card component responsive for mobile, tablet and desktop using React, Next.js, Tailwind CSS and TypeScript

Typescript	React Hooks	Tailwind CSS	Next.js
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faq-accordion-card

<https://github.com/ReneOsvaldoCamachoFernandez/faq-accordion-card>

faq-accordion-card responsive using Next.js Tailwind CSS, TypeScript

Typescript	React Hooks	Tailwind CSS	Next.js
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Education

September 2014 - June 2019

Universidad Central "Marta Abreu" De Las Villas

College Degree In Computer Science