Contact

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ricardoantonionaterasubero@gmail.com www.linkedin.com/in/nateradev (LinkedIn) github.com/RicardoNatera

Main Skills

JS React.js Express.js MYSQL

Languages

English (Professional Working) Spanish (Native)

Operating Systems Windows (7/8/10) Linux (Ubuntu)

IDEs

Visual Studio Code Netbeans (11 and later) Java (8.0 and later)

Ricardo Antonio Natera Subero

Back End Developer | ReactJS | NodeJS | ExpressJS | MySQL | JS

Experience

Sky Group Tech LLC

Installations Dispatcher at Sky Group Tech

February 2023 – May 2025

Supervision and reporting of installations and maintenance, complaint management, coordination of teams and schedules, training of new employees, and implementation of best practices for efficiency and customer satisfaction.

CML Exports Inc

Laravel Developer

February 2022 - May 2022 (4 months)

Improved user interface and functionalities development for a package system; technologies used: Angular.js 12 and Laravel 9.

Grupo Urban Equity Web Developer

January 2021 – December 2021 (1 year)

Developed a platform where customers can register and initiate a home construction project.

My tasks in the first stage of the project were the development of the platform and the design of the database in which all the business logic would be supported.

The scope of the development included the registration module, project creation and electronic wallet management.

Created with React.js 17.0.1 and Node.js 10.15.1 and Database design with MySQL.

Freelancer

Developer for E-commerce Website

May 2019 – August 2019 (4 months)

Development of an online store using WordPress 5.2 and Woocommerce under the guidelines and brand identity of the client.

Education

Universidad Católica Andrés Bello Informatic Engineer - (2017/2022)

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Projects

Application of Augmented Reality for Teaching reading and writing (2021/2022)

- Programmed an application in which users scan markers to display 3D models and activities focused on reading and writing, is aimed at children between 6 and 9 years old.
- Elaborated with Unreal Engine 4.27.2, Google ARCore 1.18.0 Development Kit for AR functionalities, Android Studio 4.0 and C++.

Inventory control simulator (2018/2019)

- Developed an application that allows the user to enter parameters, associated with order lead times and the probability of their occurrence, order points, capacity and stock status, to perform a simulation over a period of time and evaluate the optimal order quantity that should be placed at each reorder point, the simulation evaluates 3 main time periods; 6 months, 1 year and more than 1 year; the simulation can also be configured to run over a period of time entered by the user.
- Created with Java 8 for the design of the interfaces and coding of functionalities.

Storage Buddy: Inventory control system (2017/2018)

- Built an inventory management application, which allows control by product categories, branches and suppliers, achieving tracking and optimization of inventory movements through the establishment of reorder points and prioritization of sales orders; the application unified the client's 4 branches and managed 100% of the inventory on site.
- Implemented with JS and NPM, React.js 16.0 for Front-end and Node.js 8.0 and Express.js 4.16.0 for Backend, Database design using MYSQL.