

Cristóbal Herreros

Fullstack Web Developer

cristobal.herreros@gmail.com

San Fernando, VI Región - Chile.

[LinkedIn](#)

[Github](#)

cristobalherreros.info

Fullstack Web Developer. Experience working with Vue.js, React, Node.js, Express and other web development technologies. I'm a dedicated worker, I like challenges and learning new things.

TECH STACK

Languages HTML+CSS+Javascript, Python, Java. **Libraries / Frameworks**: Vue.js, React, Redux, Node.js, Express.js, Spring Boot. **Databases / ORM**: MySQL, Postgres, Sequelize, Hibernate, PhpMyAdmin, DBeaver. **Agile / DevOps**: Scrum, Kanban, Git & Gitflow, Jira, Amazon Web Services, Google Cloud, Docker & Docker Compose.

PREVIOUS EXPERIENCES

Fulltime Employee - Software Engineer

September, 2022 - Today

Evoluciona Chile, Santiago, Chile

- I'm part of a team that maintains legacy code (Vue.js & Java Springboot) in production apps used for Entel's internal management.
- Our team also develops new projects and add new features to legacy projects.
- We work with Scrum (agile, 2-week sprints) and Kanban (Jira as board for user stories and incidents)

Freelancer

June, 2023 - July, 2023

Vergara & Leiva Abogadas, San Fernando, Chile

- I developed the company's [website](#).
- We were given an initial design for the site, which we brought to life using React.js and Express.js
- We deployed the finished website on Amazon Web Services (using S3, CloudFront and EC2).

Teaching Assistant

March, 2019 - November 2021

Pontificia Universidad Católica de Chile, Santiago, Chile

- I was part of the teaching assistant team for the Computer's Architecture Course, we helped students to learn how to build and program a basic computer using Basys3 FPGA, Vivado and VHDL.
- I assisted classes in the course's laboratory, both in person and remotely (2020) along with the rest of the teaching assistant team.

PROFESSIONAL EDUCATION

- Full Stack Web Developer. Henry Bootcamp. 700 hours of theoretical and practical classes. 2022.
- College in Natural Science and Math, Major in Computer Science and Software Engineering. Pontificia Universidad Católica de Chile. 2016 - 2022 (Unfinished)

PROJECTS

Full Stack Web Developer - Video Game App

May 23rd - June 3rd | 2022

Henry Bootcamp, Buenos Aires, Argentina.

- I designed and developed a videogame related app that can search, filter and sort videogame titles and also create new ones in a database.
- I developed the app using React-Redux and vanilla CSS for Frontend and Node.js, Express.js and Sequelize for Backend. I used Postgres to manage the app's database
- [Repository](#)

LANGUAGES

- Español - Native
- [Inglés C2](#)

OTHER

- I usually repair notebooks and desktop PCs as a hobby. I can do maintenance, replace hard drives, solid state drives, do information recovery and parts replacement/upgrade such as RAM and batteries.
- Back in 2017 I used to be a Betatester for a [Star Wars videogame modification](#). I used to thoroughly test the mod and send back detailed error/bug reports to the mod developers, along with feedback on how to better the mod. I stopped doing it to focus on my studies.