



# Thomas Bermúdez Mora

Full Stack Software Developer

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## About Me

I am a fullstack software developer, mainly oriented to web applications, with knowledge in technologies such as React and Bootstrap. I have interest in artificial intelligence and little by little I'm entering this area.

In addition, I am pursuing a bachelor's degree in software engineering at Universidad Cenfotec thanks to a excellence scholarship. I believe in good practices and continuous improvement, which means that I consider myself as a person with high attention to detail, taking care of the craftsmanship in anything created, coded and produced by me.

As a developer, I believe in social and environmental change through spreading science and education, and the key to succeed in this path is technology.

## Soft Skills

Analytical  
Teamplayer

Creative  
Empathetic

Meticulous  
Innovative

## Languages

Spanish  
English

Native  
*TOEIC B2 Listening and Reading Test*

## Educational Background

*Jan 2022 - Today*

### Bachelor of Software Engineering

Universidad Cenfotec

*Nov 2022 - Dec 2022*

### Machine Learning with Python

Universidad Cenfotec

*Feb 2019 - Dec 2021*

### Software Development High School Level Technician

Don Bosco Professional Technical High School

## Professional Experience

*Jun 2023 - Today*

### Frontend Developer - Pico e'Gallo Digital Studio

I'm working as a developer in a SaaS consultancy, covering the maintenance of previously created sites, as well as the construction of new websites, starting from an initial design, using WordPress editors and custom code to meet specific needs and requirements. In addition, I am looking further into building and maintaining client databases and servers, with the goal of expanding my skills and providing even more holistic solutions in the field of web development, aligning myself with the company's technology stack.

*Mar 2023 - Nov 2023*

### ISAAC - Freelance

Collaborated in the development of a web application's backend for camera trap image classification. My main role included generating and validating datasets with customer data, training several versions of the classification model to achieve optimal results, and developing the system's backend. The latter ranged from programming a database to building essential endpoints, exposed by APIs, such as user registration and authentication, project and photo management, and species reclassification. The system was implemented on a cloud server, prioritizing the cost-benefit optimization of the server architecture.

*Mar 2022 - Nov 2022*

### Full Stack Software Engineer - MobyDyg

Took part in the development of e-commerce web portals, being mainly in charge of the creation of a user management system for the stores, implemented through the backoffice of the system. I extended this functionality to the store's interface, allowing customers to create an account and manage their shopping cart in the cloud, all this by prototyping and developing the frontend related to the login, registration and password recovery screens. Due to non-conformance with relational database standardization rules, I also participated in the complete rebuild of the business database, working as a team to recreate it completely and ensuring that it met the desired vision and functionality from the very first design.

*Oct 2021 - Jan 2022*

### Software Engineer Intern - 3Pillar Global

Actively participated in the development of a fullstack web application, ranging from prototyping and programming of the user interface to the design and development of a relational database, integrating all elements through a backend following the MVC pattern. In addition, I played an active role in the validation and continuous improvement of the code through pair programming sessions and periodic reviews.