



# Sergio Hidalgo Granados

Systems Engineer



## Graduate

Fidélitas University  
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### Contact

-  : (+506) 72657605
-  : shidalgra@gmail.com
-  : Grecia, Alajuela, Costa Rica.

### Personal References

-  : Computer System Engineer.  
Marjorie Guevara.  
(+506) 88310341
-  : Web Developer Engineer.  
Guillermo Ramirez B.  
(+506) 70189220

### University Work References

-  : Computer Systems Engineer.  
Alonso Chavez Carrillo.  
(+506) 84301081
-  : Computer Systems Engineer.  
Kendall Fernández Fernández  
(+506) 84209508

### Languages

-  : ●●●●●● Native.
-  : ●●●●●● Basic Intermediate.

### Profile

Summary of qualifications: Professional with a degree in Computer Systems Engineering, taking 5 years in classes and their respective projects taught to me at the University, I obtained basic knowledge of the principles and bases of computing in the topics studied. Providing me with information on agile methodologies such as Cascade, Kanban and Scrum, applying them in the Software Quality Control and multi-platform coding course; I gained experience in the management and development of databases, tools, code languages, web page testing, as well as the creation of mobile applications on different platforms such as: IOS and Android, skills in project management, analysis, planning, implementation and development, problem resolution and retrospective of these. I also had a course that emphasized my training in user interface design. I am a results-oriented, collaboration, communication and team-oriented person, seeking to develop work experience, personal growth and apply what I have learned.

### University Experience

#### Quality Assurance Analyst:

- ✓ Black box: smoke, functional, non-functional, unitary, sanity, scalability, integration, regression and UAT (user Acceptance Testing).
- ✓ White box: Previous point mentioned and debugging of the code before the presentation layer, precision of quality control, automation, exact determination of where the error occurred, optimization of the code based on hidden errors, testing even before the interface user.
- ✓ Test preliminary web applications by verifying functionality, data content, performance, usability and device software compatibility.
- ✓ Technical skills, communication, teamwork, analytical and logical thinking, creativity applied to analysis and problem solving.
- ✓ Work closely and communicate with development colleagues as a member of an Agile Scrum team delivering high-quality software in short time and under pressure by executing test plans and cases.
- ✓ Plan and execute tests, document errors, validate fixes, collaborate with other teams and automate tests.
- ✓ Write accurate, detailed and reproducible bug reports.






#### Tools:

- Swagger,
- Chrome (DevTools),
- Jira,
- Azure DevOps Services,
- Git,
- Apache JMeter,
- Postman,
- MS Office,
- IntelliJ,
- Eclipse,
- Database engines.



#### Methodology:

Scrum.

## Skills

-  : Computer terminals, devices, and communication technologies (ICTs).
-  : Everything related to programming languages.
-  : Quality assurance analyst, attention to detail and proactive, technical knowledge, Analytical skills, Collaboration and communication, Focus on Continuous Improvement.
-  : Relational, non-relational, in-memory, graph and object Databases.
-  : UI, Modeling and Prototyping, User interface, Typography, Theory of color, Scheme, Navigation guide, Accessibility, Affordability.

## Academic Titles

-  : Bachelor's Degree in Secondary Education. ➡
-  : Bachelor's degree in computer systems. ➡

## Certificates

-  : Cisco Certified Network (CCNAv7). ➡
-  : Scrum Fundamentals. ➡
-  : Java. ➡
-  : JavaScript. ➡
-  : Css3. ➡
-  : Html5. ➡
-  : PHP. ➡
-  : SQL. ➡

## Software and Web Development:

- ✓ Basic General Software Programming: Web, Applications and Web patterns, programs and games.
- ✓ Data modeling, Access layer, Business logic, back-end and presentation layer.
- ✓ Database IDEs:
  - SQL: Server, SQL Developer, MYSQL Workbench, MariaDB.
  - NoSQL: MongoDB, Cloud Firestore, Google Cloud.
- ✓ Microsoft Office and Power BI, Chatbot with Dialog Flow.
- ✓ Documentation of requirements, ideas, improvements, recommendations and solutions.
- ✓ Data structures, UX & UI Design: Usability, responsive, attractive content, loading speed, accessibility, interactivity, continuous updating and project implementation.
- ✓ Azure DevOps Services.
- ✓ Asp.Net N-Tier architectures, Asp.Net Framework, Asp.Net Core, Asp.Net MVC Web forms.
- ✓ Use of helpers to speed up and avoid duplicating code in the front-end.
- ✓ Work under pressure and be subject to change.
- ✓ Error Handling, Debugging, Breakpoints: Conditional, Trace, Temporary, Dependent Interrupt.
- ✓ Programming paradigms.
- ✓ Bug fixes and regression testing.

## Programming languages and platforms:

### Programming languages:

- C#;
- Php,
- Html5,
- Css3,
- Java,
- JavaScript,
- RxJS,
- Go (Golang),
- C++,
- Dart,
- Json,
- Ajax,
- Bootstrap 5,
- Gcode.

### Programming structures:

- Net Framework 4.7,
- Net Core 8,
- ASP.NET,
- Mvc,
- Angular,
- Flutter,
- Firebase,
- Unity,
- NodeJs

### Tools:

- Draw.io,
- Office365,
- VSC 2022,
- VSC,
- Postman,
- Azure DevOps Services,
- Git-Hub,
- Git Bash,
- Figma,
- Jira,
- Swagger,
- Flutter-Flow,
- Power-BI,
- Dialog flow.

### Methodology:

- Agile methodologies such as Scrum, Waterfall and Kanban.

### Databases:

- SQL
- NoSQL
- Sql Store Procedures
- Database Backup file.
- Firebase

## Travel documents



: Passport Available.



: Licenses: B1, C1, A3.

## Hobbies



: The Basketball.



: The Video games.



: Logic and being competent.



: Information and communications technologies.



: Programming and development of computer systems, web pages, applications, video games, the code as such.



: Learn everything I can, reading and practicing, not only from computers, I mean everything that feeds knowledge.



: My family is mi home, they are my nucleus.



: Go out to eat with my family



: The old cars.



: Jazz music, smooth jazz to be more specific.



: Flora and fauna, ecological reserves, Parks, green areas, rivers, the sea and the ocean, everything about animals.

## Curriculum Web Page



: Click here ➡

### *Servers:*

- Azure DevOps Services,
- Windows LS,
- Netlify,
- XAMPP (Apache Web Server),
- Tomcat Apache,
- Go (Golang),

### User interface design

- ✓ Definition and creation of color palettes, fonts, typography, presenting basic concepts, ideas and fundamental design solutions to interested parties.
- ✓ Create high fidelity design prototypes to show the appearance of an interface with visual and branding elements included, interactions and micro interactions that will occur in the interface elements such as spacing, fonts, icons, borders, padding, buttons, sliders, toggles, icons, drop-down menus, and text fields.
- ✓ Analyze, improve or modernize the impact on the environment of existing usability and layout changes and ensure that these changes also adapt to multiple devices (Responsive design).
- ✓ Develop and maintain necessary documentation of sketch guidelines for consistent and graphically coherent product development.
- ✓ Preparation of style guides to achieve a consistent brand identity throughout the company.

### *Tools:*

- Figma,
- Google Fonts,
- What Font Is,
- Mock flow.
- CSS3 Button Generator,
- HubSpot,
- Favicon,
- Flat-Icon,
- Pencil.

### *Methodology:*

- Waterfall,
- Scrum.