

SOL ANDRADE

FullStack Developer & Graphic Designer



I want to work where I'm able to create and continue to grow as a developer & designer. I want to cocreate with people who are constantly questioning themselves and motivating to develop innovative ideas.

LANGUAGES

Spanish

Native

English

Advanced high | C1

German

Intermediate | B1

SKILLS

Frontend Development

Backend Development

Graphic Design

UX/UI Design

Team Leadership & Collaboration

Problem Solving

Communication

Adaptability

EXPERIENCE

Work

Accenture

June 2023 -
Present

Software Developer

Development, deployment
and maintenance of cross-
platform applications.

Digital House

July 2022 -
Sept 2022

Web Developer

Designed and implemented a
web application.
Worked in an agile environment
using Scrum methodology.

Transporte El Pampero

July 2021 -
May 2023

Graphic Designer

Graphic content creation.
Design of institutional
stationery, posters, flyers, etc.

42 School

July 2023 -
Dec 2023

Tutoring - Sensei

Provide guidance and support
to new students.
Event management.
Enhance the overall learning
experience.

EDUCATION

Courses

April 2023 - June 2023

Bootcamp Full Stack Ironhack

August 2022 - Present

42 School Fundación Telefónica Volunteer tutoring

Oct 2021 - Sept 2022

Full Stack Web Developer Digital House

March 2021 - Dec 2021

Digital Marketing Diploma Siglo 21 University

August 2018 - August 2020

Video Game Development Funiversity

August 2018 - August 2020

Arduino Robotics Funiversity

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SOL ANDRADE

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& Graphic Designer

Awards & Mentions

NASA Space Apps

First Place

Hackathon - NASA Space Apps
6 - 8 Oct 2023

'FireWatcher' is an addresses the urgent issue of wildfires. As the UI Designer, FrontEnd Developer, and Team Lead, I spearheaded the development of this groundbreaking application. By leveraging NASA data and open science sources, FireWatcher provides real-time updates and predictions on fire evolution, trajectory, and virulence.

JunctionXMalaga

Finalist

Hackathon - Junction
21 - 23 Oct 2023

'Closely' uses AI to microsegment customers based on real-time emotional and contextual data, our project enhances shopping experiences in malls. As the UI Designer, Frontend Developer, and Team Lead, I oversaw the creation of a mobile web app mockup using Angular, ensuring a seamless user experience.

Hickathon

Third Place

Hackathon - Hicron
9 - 10 May 2023

The challenge was to create an absences management web system in just 40 hours. My solution resulted in a robust system for both employees and managers, showcasing proficiency in HTML, CSS, JavaScript, GIT, NodeJS, Express, AngularJS, and MySQL Workbench.

Languages & Tools

Angular | React
HTML | CSS
JavaScript | TypeScript
Java | Spring Boot
NodeJS | Express | Fastify
API RESTful
MySQL | PostgreSQL
Git | GitHub
JIRA | Trello

Figma | Canva
UX/UI
Scrum | Agile methodologies
Python
Ansible
Adobe Creative Suite
C | C#
Infrastructure in AWS
Postman | Selenium IDE | Jest

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