



CONTACT



+505 8202 0402



Managua, Nicaragua



yaretx3000@gmail.com



yaret3000.github.io

SOCIAL NETWORKS



@YaretBarrios



@YaretBarrios



@Wiredbox



@YaretBarrios

SKILLS

C#	●	●	●	●	●
Asp.Net Core	●	●	●	●	●
Api Rest	●	●	●	●	●
MVC 5	●	●	●	●	●
EntityFramework	●	●	●	●	●
SQL	●	●	●	●	●
Bootstrap	●	●	●	●	●
JavaScript	●	●	●	●	●
CSS	●	●	●	●	●
Jquery	●	●	●	●	●

YARET BARRIOS

.Net Programmer

Web & desktop programmer, very familiar with .Net & .Net Core Framework. Experienced in MVC5, Web API, EntityFramework, SQL Server and agile methodologies. Passionate about developing software capable of solving all kinds of problems.

WORK EXPERIENCE

Freelance Programmer

2019 - 2020

Development of modern projects focused on information management and high performance multimedia projects.

Portfolio: Yaret3000.github.io

Full Stack developer

2020 - Now

Full stack developer at Axxis-systems.

Software development for international insurance companies in web environments using Asp.net framework, Entity framework code first + Sql Server, Sencha ExtJs, JQuery and Microsoft technologies like reporting service.

Personal and / or remarkable projects

RepoRoms

RepoRoms is a web application which stores retro videogames and emulators. Designed to be easy to use, searching for a videogame is simple just type its name in the search engine. You can also use the console filters to find what you want. If you want to try something new, press the "Random game" button and the application will recommend you a game.

If you download a videogame but don't have an emulator to run it, the application will recommend you a list of compatible emulators. Emulators are available for Windows and Android.

Technologies: Asp.net Core MVC 5, EntityFramework core, SQL Server, Ajax y bootstrap
Go: reporoms.somee.com

EDUCATION

Universidad Nacional Autónoma de Nicaragua - UNAN

Ing. computer science - Student, 5th year.

Academia Nacional de Idiomas - ANI

Communicative English - 2018

Instituto Nicaragüense de Computación - INC

Excel - 2018