

# Andrés López – Software Developer

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Portfolio : <https://www.andrestechsolutions.com/>

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Location: Vancouver, BC, Canada

## Summary

Highly motivated and adaptable software developer with 1 year of hands-on experience in designing and maintaining mobile and web applications. Proficient in utilizing atomic design methodology and test-driven development for streamlined development and optimal performance. Pursuing a diploma in Web Development to further expand skills and knowledge in the field. Committed to building visually appealing websites and highly performant applications that meet client needs while enhancing the user experience. Demonstrated problem-solving skills and a desire to work collaboratively to achieve team success.

## Skills

**Languages:** HTML, CSS, SASS, JavaScript, TypeScript, Python, C#, PHP, Dart, Bash, SQL **Frameworks:** React, Next, Node, Express, Jquery, Bootstrap, Tailwind, Django, .Net, Astro js, Symfony, **Systems and databases:** PostgreSQL, MongoDB, AWS EC2, Linux, docker, **Testing:** Jest, Vitest

## Work Experience

### Full Stack developer (remote) at [eEpic Events](#)

Vancouver, Canada (December 2023 – Present)

- Develop React components for a friendly and consistent user experience.
- Improve the database schema to ensure a consistent relation between entities.

### Flutter developer Intern at Applied Informatics Research Association

La Rochelle, France (March 2022 – July 2022)

- Implemented React interface to create multiple components for faster rendering for Web App Version of apps that we worked on as a proof of concept for future deployments.
- Streamlined the development process by converting design requirements for five user stories into efficient, high-quality Flutter code using atomic design methodology.
- Spearheaded the introduction of a highly requested feature, allowing administrators to deploy a version of the application to each museum with ease and efficiency.
- Optimized the app's deployment by setting up a continuous integration and deployment system, which promptly launches the app to both the Play Store and App Store after a successful test run, all while adhering to a robust test-driven development methodology.
- Pioneered the incorporation of new, innovative features, including a QR code reader, audio player, and map of the museum, giving users a unique and informative experience.

### Unity Mobile Developer Internship at Development and information Technology Academic Center

Tepic, Mexico March 2021– July 2021

- Developed a visually stunning user interface and efficiently translated it into Unity objects, creating a seamless user experience.
- Produced and animated an array of 3D and MP3 assets for the app's content, ensuring engaging and high-quality content.
- Integrated a QR code reader feature, allowing users to easily access specific assets by scanning the codes, boosting user engagement and satisfaction.
- Wrote custom scripts to add interactivity to 3D objects, leading to an immersive user experience while maintaining optimal performance.

## Projects

### [Chat App](#)

[Code Frontend](#)

[Code Backend](#)

- A real time chat application that allows to create an account, add contacts, and send messages.

### [Share Places Social Network App](#)

[Code Frontend](#)

[Code Backend](#)

- Social media to share images with other users.

## Education

### Co-op Diploma in Web Development 2023 – Present

Cornerstone International Community College of Canada Vancouver Canada

### Bachelor's in data science (online) 2023 – Present

Technological University of Mexico

### Diploma in Web and Mobile development Full Stack 2021 – 2022

Institute of Technology La Rochelle, France

### Diploma in Information Technology 2019 – 2021

Technological University of Nayarit Mexico