

Andres Villamarin

Toronto, Ontario M9R 3T8

Email: andresjoelv@gmail.com

Phone: 519-702-3259

LinkedIn: <https://www.linkedin.com/in/andresjoelv/>

Website: <https://andresjoelv.github.io/>

GitHub: <https://github.com/andresjoelv>

SUMMARY

Full Stack Web Developer who has demonstrated the drive to find solutions. Strengths in communication and teamwork, as well as able to work under pressure. Successful in the creation of front-end and back-end applications. Problem solver that finds creative solutions to complex problems and streamlining processes.

TECHNICAL SKILLS

- **Languages and Js Frameworks:** ES6, JavaScript, NodeJS, React, Angular, jQuery, HTML, CSS, Bootstrap, PHP, SQL, JSON, HTML5, CSS3, C++, Java, TypeScript
- **Scripts/UI:** JavaScript, TypeScript, OOJS, jQuery, AJAX, Bootstrap 4, React, Responsive Design Principles
- **Database and ORM:** MySQL 5.7, NoSQL (MongoDB), Firebase
- **Web Debug:** Chrome developer tools, react browser extensions
- **Node:** Express, Security and Session Storage, User Authentication, NPM package integrations
- **Deployment Tools:** Git, Heroku
- **Development:** Agile/Lean Development Models, Continuous Deployment, MERN Stack, Test driven development, Scrum
- **Other:** Social media, e-commerce, Software Development, Excellent written and verbal skills, Strong communication and leadership skills

PROJECTS

Instabot | [Deployed Site](#) | [Video demo](#)

*Perfect Teamwork made it possible for helping digital marketers, and influencers grow their Instagram account by automating tasks like: Post, Like, Follow, Unfollow and more. **Method:** MERN Stack – MongoDB - Express - React – Node. **Core Library:** PuppeteerJS Asynchronous*

RPS Multiplayer | [Deployed Site](#) | [GitHub](#)

*Game that allows two users with separate sessions/devices to play against each other. The game follows straightforward rock paper scissors rules. Users' stats, choices, and chat messages are tracked and updated in Realtime via Firebase. **Method:** Node, Firebase, HTML, CSS, ES6*

Clicky Game | [Deployed Site](#) | [GitHub](#)

User is presented with 12 images. In order to achieve the highest possible score, they must click each image only once. If an image is clicked twice, the game resets. **Method:** Node, React, HTML, CSS, ES6

EXPERIENCE

IT Support, NAFA

February 2017 – Present

Toronto, ON

- Provide daily IT, technical management for operations staff and users.
- Responsible for providing and thoroughly communicating hardware/software support to users.
- Maintain company's website, updating new features and managing digital assets.

Full Stack Developer, co-op, SOMPLAY INC.

January 2016 – April 2016

Toronto, ON

- Prepared detailed technical specifications and resource materials for various programs.
- Developed a mobile web app client to consume the API using Angular/HTML5/CSS.
- Built and deployed integrated solutions to enhance, consolidate, and coordinate independently designed applications enterprise-wide.

Mobile Developer; co-op, SOMOPLAY INC.

September 2015 – December 2015

Toronto, ON

- Collaborated with external designers to coordinate delivery of software application.
- Colluded with UI and UX team to make application user friendly.
- Contributed to the design and development of mobile software libraries, tools and applications.

EDUCATION

- **UofT SCS Coding Boot Camp** 2018 - 2019
University of Toronto
Toronto, ON
- *Advanced Diploma, Computer Programmer Analyst* 2013 - 2016
Fanshawe College
London, ON