

# Andrés Castellanos

Software Engineer

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## EXPERIENCE

### **Productos de Harina S.A. de C.V., Mérida, Yucatán:** *Professional Practices*

MAY 2018- SEPTEMBER 2018

Responsible for design a user experience for an internal android App whose main purpose was logistics. I create wireframes and mockups for each view of the application and then start the migration to code. Also, I learned the basics of SpringBoot microservices.

Figma, Android, Material Design for Android, Java.

### **Zurjef, Mérida, Yucatán:** *Remote Jr Salesforce Developer*

SEPTEMBER 2018-APRIL 2019

Made an integration between Chart.js and the Salesforce Lightning Component.

Then I helped in an internal project focused to have all the information related to the employee timesheets into a Salesforce instance.

Using Tsheets as the external resource of data, I developed some scripts in APEX to made HTTP requests to the Tsheets API. The script was settled to perform a GET request each day to get all the timesheets data.

APEX, Visualforce, Lightning Web Components, JavaScript

### **Nearsoft, Mérida, Yucatán:** *Intern*

AUGUST 2019- JANUARY 2020

I was part of the Nearsoft Academy program. The program is a holistic training for software developers.

I learned and go deep with terms like Agile, The Agile Manifesto, Abstraction, Data Structures, TDD, Communication, Learning how to learn, etc.

With a team, developed an internal finance application using Ruby on Rails, jQuery (then migrated to Stimulus.js), and Materialize as the technology stack.

Made a pull request into Webpack to try to close an issue.

Ruby on Rails, Stimulus.js, Materialize, Clojure, Dart, JavaScript, Java

## PROGRAMMING LANGUAGES

JavaScript

PHP

Java

Python

TypeScript

R

C

## TOOLS

Laravel

Material Web Components

Angular

Stimulus.js

TypeORM

jQuery

Ruby on Rails

Webpack

ESlint

Materialize

Django

Jekyll

Karma

## LANGUAGES

English level B2

Native Spanish

## **RelapPro, Mérida, Yucatán:** **Back-end developer**

FEBRUARY 2020 - MAY 2020

Responsible for creating scripts in TypeScript to maintain an API using Express and TypeORM.

Created the modules to generate the sellers.json and the ads.txt file following the IAB specification.

Modeled tables from POJOs into TypeORM entities.

Migrated controllers and services into a class-based structure.

I also helped in the Front-End side with Angular, developing both user interfaces for sellers.json and ads.txt.

TypeScript, TypeORM, JavaScript, Angular, Express and Angular Material

## **EDUCATION**

### **Faculty of Math, Mérida:**

#### *Software Engineer*

AUGUST 2015- DECEMBER 2019

Graduated with a specialty in UX/UI design and Front-End development.

## **PROJECTS**

### **Universiada 2019:**

*jQuery*

*Laravel*

*Bootstrap*

The sports department of the UADY needed for a website focused on the “Universiada 2019” event.

We build a CMS. Using Laravel 6. To display news, the sports which are going to participate, a medal displayer, and a photo gallery.

I performed as a full stack developer creating a module for setting match results from the different sports of the event. The results bind an athlete, a sport, and a place. Based on the place and the sport the result should add points to the Alma Mater of the Athlete. The points were calculated based on the CONDDE specification.

### **II FISU AMERICA GAMES 2020:**

*Stimulus.js*

*Laravel*

*Material Design Web Components*

A Laravel 7 web application. It was a kind of evolution from the Universiada Project with a little enhancement. Did the same as the previous project but we changed bootstrap for Material Web Components and removed all the jQuery dependency and used Stimulus.js.

Implemented Quill.js to let the users edit and give some style to the text from News.

Implemented filepond to async upload files and glightbox for the image gallery as a lightbox.

Also, read and understand the internationalization from Laravel so the app is available in English, Spanish and Portuguese.