# Ariel Martin Cohen

Full-Stack Developer

# **Personal Information**

**Email** 

ariel.m.cohen@proton.me

LinkedIn

linkedin.com/in/ariel-martin-cohen

**Phone** 

438-409-1041

**Porfolio** 

ariel-cohen-portfolio.vercel.app

Location

Montreal, QC

Github

github.com/arielco777

# Languages

**English** 

French

Spanish



# Skills

## **Back-end**

- Java, SpringBoot, J2EE
- Node, Express
- Python FastAPI, Flask
- · REST, RESTFul API
- AWS, GCC
- Oracle SQL, MongoDB NoSQL

# Front-end

- JavaScript, TypeScript
- · React.JS, Next.JS, Vite
- Tailwind, Bootstrap
- HTML, CSS, SASS

## Other / Miscellaneous

- Git, GitHub
- C# .Net
- C++
- Docker
- · Figma, Canva
- Linux, Windows

# **Summary**

Full-stack web developer with a background in communication, problem-solving, and organization that adds a unique value to any team. Committed to continuous improvement by deploying efficient and optimal solutions.

# **Work History**

## 2023 - 2024

# **Full-Stack Developer for AI Startup**

Logiciels Hadaly Inc. @NextAi, Montreal, QC

## Responsibilities:

- Lead the design and development of the front-end for two web apps and mobile responsive applications in React.
- Collaborated with the back-end team for the integration of AWS RDS and the deployment of RESTFul APIs in Python.
- Increased productivity and efficiency by implementing the Agile methodology into production.
- Promoted unit testing which helped with the quality but also with the speed at which code was being produced.

## **Achievement:**

 Deployed two web apps from scratch and helped boost their outreach by demonstrating the product to potential clients.

#### **Technical Environment:**

 Agile, Git, Vercel, React.JS, TypeScript, Tailwind, Python FastAPI, AWS, GCC, HTML, CSS, JEST, Playwright

## **Education**

## 2021 - 2023

# **DEC: Computer Sciences - Video Game Programmer**

Lasalle College, Montreal, QC

#### **Main Focus:**

- Programmed with C# and C++ using the Unity Engine and Unreal Engine.
- · Adopted the Agile methodology into collaborating projects.

## **Technologies**

• Agile, Unity C#, Unreal C++ and Blueprints, Java, SQL

## 2020 - 2020

# **AEC: Computer Sciences - Full-Stack Java Developer**

MCIT, Montreal, QC

## **Main Focus:**

- Developed RESTFul back-end applications using Java SpringBoot and J2EE.
- Managed databases using Oracle SQL.
- · Programmed front-end with HTML, CSS, and JavaScript.

## Technologies:

• Java, SpringBoot, J2EE, Hibernate, SQL, HTML, CSS, JavaScript

# Other Work Experience

# 2018 - 2023

# **Warehouse Clerk**

Virginia Farms, Safran, JYSK

## Responsibilities

- · Assessed demands and questions by keeping a constant contact with clients.
- Organized items for on demand return and optimized workflow by changing stock position in optimal locations.
- · Audited documentation from reception and verified integrity of items.

## 2013 - 2018

## **Technician Assembler**

Bombardier, Pelican International, ABB Australia, Bühler Group UK

## Responsibilities

- Collaborated and supervised teams introducing new workflows to help with the production process and balancing the distribution of tasks.
- Increased production rate without creating stress by detecting and replacing key factors that could hinder production.
- Developed continuous improvement and safety ideologies by studying the work environment and suggesting improvements.