David Barroso

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Skills

Programming: JavaScript/TypeScript, Python, C, Java
Web & Database: HTML, CSS, WordPress, Firebase, Vercel, Netlify, Oracle SQL, MongoDB
Libraries & Frameworks: ReactJS, React Native, Next.js, Tailwind CSS, Node.js, Redux, JSON Web Token (JWT), Jest
Technologies: Git, VSCode, MS Office, LaTeX, Postman, Amazon Web Services (AWS), Linux, REST API, Docker
Languages: English (Fluent), Spanish (Native), German (Basic)

Education

Georgia Institute of Technology   Aug. 2023 – May 2024
Student Exchange Program, Computer Science courses   *Atlanta, GA*

Universidad Carlos III de Madrid   Sep. 2021 – May 2025
Bachelor's Degree in Computer Science and Engineering (CGPA: 3.12/4)   *Madrid, Spain*
- Achieved honors in the Python Programming Course.

University of Helsinki   May. 2022 – Current
Full Stack Open - Deep Dive Into Modern Web Development - Self-paced Online course   *Online*
- React: Basics, Debugging, Hooks, Router, React Native, Application State Management with Redux.
- Node.js & Express, JWT, Deployment, ESLint. Testing with Jest & Cypress: Unit, Integration, E2E, TDD.

Experience

Climby   July 2022 – Current
Front End Developer   *Madrid, Spain*
- Collaborated closely with a multidisciplinary team consisting of a backend engineer, an Android developer, and a UI/UX designer in the ongoing development of the iOS front end of a mobile application using React Native with Expo.
- Implemented Apple Authentication and Google Authentication with Google Cloud API.
- Implemented RTK Query to efficiently cache API responses, optimizing data retrieval and reducing network latency.
- Incrementally migrated JavaScript codebase into TypeScript, providing stronger type safety.
- Developed a reusable component library to streamline UI development, enhancing code reusability and maintaining a consistent user interface across the application.

Projects

League Wrapped | *Next.js, React, Vercel, Amazon Web Services (AWS), Web Scraping*   **Jan. 2023**
- Developed a full stack web app for gamers that automatically generated a video summary (inspired by Spotify Wrapped) of a player's season performance for the videogame League of Legends, showing statistics like win ratio.
- Received 5000+ visits on launch day and coverage by mainstream eSports media such as Dotesports and Realsport101.
- Implemented a Serverless video rendering backend with AWS Lambda, enabling users to download their video summary in MP4 format.

Musician portfolio website | *Next.js, React, Tailwind CSS*   **Dec. 2022**
- Developed and launched a portfolio website to market and sell a music enliven service for weddings.
- Enhanced web metrics and performance by optimizing Lighthouse reports, resulting in improved website loading speed and user experience.
- Implemented responsive design principles to enhance website accessibility, ensuring a seamless and visually appealing presentation on desktop, tablet, and mobile platforms.

MarioPyScript | *Python, JavaScript*   **Nov. 2022**
- Developed and ported a Super Mario Bros clone made with Python into the web using PyScript.
- Introduced object-oriented programming principles by creating distinct abstract classes such as *Entity*, *Enemy*, and *Particle*, promoting code organization and maintainability.

Volunteering / Extracurricular

Board of European Students of Technology (BEST)   Sep. 2022 – Current
IT Working Group   *Universidad Carlos III de Madrid*
- Collaborated as a team in web development with CMS tools such as WordPress and Elementor.
- Developed a custom URL shortener service hosted with Vercel which uses Sanity.io to manage its content.