LUIS ALBERTO DE LA TORRE

FULLSTACK DEVELOPER

SUMARY

I am a highly skilled and detail oriented Full Stack Developer with 5 years of experience designing, developing and deploying enterprise level applications. Proficient in multiple programming languages, software development methodologies, and database management systems. Strong problem solving skills and ability to work effectively in teams.

CONTACT

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Address: Diego Vaca De La Vega,Quito,Ecuador

SKILLS

- HTML ★★★★☆
- CSS ★★★★☆
- Bootstrap ★★★★☆
- Flutter ★★★★☆
- Node Js ★★★★☆
- JavaScript ★★★★☆
- AWS - Terraform ★★★☆☆
- Scrum ★★★★☆
- Git ★★★★☆

EDUCATION

Systems Engineering

Autonomous Regional University of Los Andes "UNIANDES" • 2014–2019

Bachelor of Mathematical Physics

Bachelor of Mathematical Physics • 2006–2012

LANGUAGES

- English - A2
- Spanish - Native

EXPERIENCE

Software Development Engineer

Acid Labs

September 2022 – Actually

- Conduct code reviews and provide feedback to improve code quality
- Developed and ran unit tests and performed system tests to ensure software quality.
- Develop and run unit tests and perform system tests to ensure software quality.

Full Stack Engineer

Mushroomsoft

November 2021 – December 2022

- Conduct code reviews and provide feedback to improve code quality
- Developed and ran unit tests and performed system tests to ensure software quality.
- Develop and run unit tests and perform system tests to ensure software quality.

Mobile developer

Sinergia Red Internacional

November 2020 – July 2021

- Conduct code reviews and provide feedback to improve code quality

Full Stack Engineer

EXCITED • September 2019 – March 2021

- Collaborate with cross-functional teams to identify and prioritize features and requirements
- Conduct code reviews and provide feedback to improve code quality

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EXPERIENCE

Full Stack Developer

BeTrep • September 2019 – February 2020

- Conducted code reviews and provided feedback to improve code quality
- Contributed to the continuous improvement of software development processes and best practices

Mobile developer intern

Vinary VR/AR • April 2019 – August 2019

- Development of application screens
- Collaborate with the definition of the functionalities of the application