Braulio Dominguez

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PROGRAMMING

- 3+ years of experience:
  - ➢ JavaScript
- 2+ years of experience:
  - ➢ Python
  - ➢ PHP
- 1+ year of experience:
  - ➢ C/C++
  - ➢ Java
  - ➢ C#

TECHNOLOGIES

- Databases:
  - ➢ MySQL
  - ➢ MongoDB
  - ➢ PostgreSQL
- Version control:
  - ➢ Bitbucket
  - ➢ Github
- Cloud services:
  - ➢ Azure
  - ➢ GCP

SKILLS

- Fast learner
- Team worker
- Problem solver

IDIOMS

- Spanish: native
- English: intermediate
- French: beginner

INTERESTS

- eSports
- PC building
- Cycling

EXPERIENCE

- **Web Developer Junior: Techgenies**
  July 2022 – November 2022
  I worked on a web system for a US client. I used PHP and Perl on the backend and jQuery (JS) on the frontend. Some of my tasks were bug fixing, system maintenance, as well as the analysis and normalization of the database.

- **Backend Developer Internship: Arancel**
  October 2021 – June 2022
  I worked on a web application for a customs agency. I used Django (Python) as a REST framework. Some of my tasks were automating processes such as creating financial reports, sending emails, invoicing, and accountant's office.

- **Fullstack Developer Trainee: Meengo**
  January 2021 – December 2021
  I worked on a website for a s tartup. I used React (JS) as frontend and Laravel (PHP) as backend. Some of my tasks were refactoring components from object oriented to functional paradigm in order to improve code readability.

PROJECTS

- **Videogame: ESCOMplicado**
  Development time: 10 months
  Project for an engineering degree. The game's goal is to study topics learned in the university with a high failure rate in a fun way. Collaborating with 2 colleagues, we used the game engine Unity (C#) and Supabase (Serverless).

- **Website: Guerra de robots**
  Development time: 6 months
  Project for the registration of users to a robotics tournament for university students. Collaborating with a colleague, we used the JavaScript language on both server (NodeJS) and client (Vanilla) side and Heroku for its deployment.

- **Mobile App: C1 Habits**
  Development time: 1 month
  Project for a client who needed a way to assign activities and see the progress of each one, with the goal of creating habits on them. For its development, I used technologies such as React Native (JS) and Firebase (Serverless).

EDUCATION

- **Computer systems engineer**: **ESCOM - IPN**
  July 2018 – January 2023
- **Industrial robotics engineer: ESIME Azcapotzalco - IPN**
  July 2017 – June 2018
- **Computer network technician: CET 1 - IPN**
  July 2014 – June 2017