

Braulio Dominguez

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LANGUAGES

- 3+ years of experience:
 - HTML/CSS, JS
- 2+ years of experience:
 - PHP, Python
- 1+ year of experience:
 - Java/C#, C/C++
- 1- year of experience:
 - Kotlin, Dart

TECHNOLOGIES

- Databases:
 - MySQL
 - MongoDB
 - PostgreSQL
- Design utilities:
 - Bootstrap
 - Tailwind
- API's creation:
 - RESTful
 - GraphQL
- Cloud services:
 - Azure
 - GCP
- Miscellaneous:
 - Docker
 - Bash
 - Git

SKILLS

- Fast learner
- Team worker
- Problem solver

IDIOMS

- Spanish (native)
- English (advanced)
- French (beginner)

INTERESTS

- PC building
- Game dev

EXPERIENCE

• **Web Developer Junior: Techgenies**

July 2022 – November 2022 (Hybrid)

Web application for a US client in which I worked with Perl, PHP, SQL, and JS to:

- Review all portals in detail to find possible bugs or new features to implement
- Create queries to obtain the necessary information according to the type of user
- Analyze and normalize the database to reduce redundancies and relate tables

• **Back-end Developer Internship: Arancel**

October 2021 – June 2022 (On-site)

Web system for a customs company in which I worked with Django (Python) to:

- Automate processes such as the creation of reports in pdf for sending by email
- Develop and test functions in order to save and display company's information
- Update and maintain the office computer equipment as well as the local network

• **Full-stack Developer Trainee: Meengo**

January 2021 – June 2022 (Remote)

Website for a startup in which I worked with React (JS) and Laravel (PHP) to:

- Configure third party services (Google/Facebook/Twilio) to use of their API's
- Rewrite components and classes in order to improve performance and readability
- Implement web scraping to extract information from other sites that enrich ours

PROJECTS

• **Videogame: ESCOMplicado**

Development time: 10 months

Project designed for students of the computer systems career to study their subjects. With two colleagues, we developed a series of minigames that work with a set of data stored through a helper system. We used Unity (C#) and Supabase (Serverless).

• **Website: Guerra de robots**

Development time: 6 months

Project for the registration to a robotics tournament for university students. With a colleague, we created the project from scratch, uploaded it to the Heroku and set up a custom domain on it. We used Express (NodeJS) and MongoDB Atlas (NoSQL).

• **Mobile App: C1 Habits**

Development time: 1 month

First project developed as a freelancer; the client needed a way to assign activities to their employees to create habits in them. I worked from obtaining the requirements to uploading the app to the Play store. I used React Native (JS) and Firebase (Serverless).

EDUCATION

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

COURSES

- Master Python
- Master Full-stack
- Master PHP, SQL
- Master JavaScript
- IT Support Google
- Azure Cloud 4.0