Bryam López Miranda

JR SOFTWARE ENGINEERING

Contact

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Certifications

- Desarrollo de Apps móviles, Google Actívate.
- JavaScript Algorithms and Data Structures, FreeCodeCamp.
- La guía definitiva del desarrollo de videojuegos con Unity, Udemy.
- Curso Profesional de C++.

Skills

- **Technical Skills:**
  - **Observability Tools:** OpenTelemetry, Collector Prometheus, Grafana, Elasticsearch, Tempo, Mimir, Loki.
  - **Programming & Frameworks:** Node.js, JavaScript, TypeScript, Python, React, Unity, C#, Java, C++, Express.js, Next.js.
  - **AR/VR Tools:** Unity, Ionic, Flutter, Vuforia SDK, MyWebAR.
  - **Version Control:** Git, GitHub, GitLab, Bitbucket.
  - **Testing & QA Tools:** JMeter, Selenium, TestNG, Cucumber, Jest, Supertest, Pytest, PyUnit.
  - **Databases:** PostgreSQL, SQL Server, Firebase, MongoDB.
  - **Containerization & CI/CD:** Docker, YAML.
- **Soft Skills:** Teamwork, effective communication, adaptability, problem-solving, attention to detail.

Education

Instituto Tecnológico de Costa Rica
***Bachelor's Degree in Computer Engineering** (2020 - 2024)*

References

Juan Carlos Rojas Benavides
Technical Lead
Vivo Gaming
Email: juan@vivogaming.com

Rogelio Gonzáles Quirós
Professor on Computer Science Department
Instituto Tecnológico de Costa Rica
Email: rojo@itcr.ac.cr

Professional Experience

Jr Software Developer
***Vivo Gaming** (07/2024 - 11/2024)*

- Developed a scalable observability framework for Node.js services, reducing error detection time by 67% (from 15 to 5 minutes).
- Integrated tools like OpenTelemetry, Prometheus, Grafana, Elasticsearch and Tempo.
- Configured dashboards and alerts in Grafana, increasing incident resolution efficiency by 50%.

AR Educational Application Developer
***Instituto Tecnológico de Costa Rica** (08/2022 - 12/2023)*

- Designed AR applications for educational challenges, improving student engagement by 60%.
- Simplified molecular ionization and promoted biodiversity awareness through interactive AR experiences.
- Enhanced mechanics learning by teaching torque operations via AR-based mobile applications.

Web Application Developer for E-Commerce Project
***Instituto Tecnológico de Costa Rica** (08/2023 - 12/2023)*

- Built an online store using React and Firebase, optimizing international purchases and reducing application load time by 20%.
- Created a category manager to efficiently organize products, enhancing user experience and navigation within the store.

Teaching Assistant in Computer Science
***Instituto Tecnológico de Costa Rica** (08/2022 - 07/2023)*

- Supported over 20 students in mastering programming fundamentals and data structures, including lists, stacks, queues, trees, and graphs.
- Created hands-on learning materials, improving students' understanding and practical application of algorithms by 20%.

VR Game Developer
***Instituto Tecnológico de Costa Rica** (12/2022 – 02/2023)*

- Developed Bomberman VR for Android, integrating gaze-based tracking to enhance player immersion and designing 5 unique levels with increasing complexity.

Languages

Spanish
Native.

English
Proficient in technical English for programming.