CARLOS CAZALLAS DELFA



JUNIOR FRONTEND WEB DEVELOPER

PROFILE

Team player, quick-learner, always eager to keep learning and to acquire new skills applying a constant can-do attitude, currently looking for a Junior Web Developer position. Capable of developing a full web app from scratch using JavaScript, React/Vue,js and Node,js as main technologies, now learning Redux to complement my skills and broaden my scope. Spent the last 5 years working in London where I got used to working in fast-paced work environments, now willing to face new challenges in Berlin..

CONTACT DETAILS:

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SPECIALIZATIONS

- Javascript
- Express.js
- React
- Vue.js
- Node.js
- MongoDB
- HTML and CSS

LANGUAGES

- Spanish (native)
- English (full competence)
- Valencian/Catalonian (native)
- German (basic for now)

SOFT SKILLS

- Creative
- Diplomatic
- Quick Learner
- Resilient
- Perseverant

HOBBIES

- Climbing
- Music production
- Percussion
- Travelling

CAREER HISTORY

Frontend Web Developer

sennder GmbH April - July 2019

- Building front-ends using Vue.js and Vuex
- Unit testing
- Kanban-driven development

CAD Technician & Land Surveyor

Site Engineering Surveys Ltd (London) 2013-2018

- 3D Laser Scanning processing
- 3D meshing from point clouds
- CAD drafting
- Construction site control adjustment

ACADEMIC BACKGROUND

Full-Stack Web Development

Ironhack Bootcamp (Berlin). Oct-Dec 2018

- 9 weeks intensive coding bootcamp
- Technologies covered:
 - JavaScript React HTML5/CSS3
- MongoDB Node.js jQuery
- Express.js Git/GitHub Handlebars

Land Surveying Engineering

Politechnic University of Valencia. 2004-2008

- Fields covered:
- Geodesy
- Cartography
- A bit of C++ and Visual Basic 6

PROJECTS

Luo

https://luocz.herokuapp.com/

Third project after 9 weeks of bootcamp. I took care of the homepage, the calendar, some routing and the styling using React and loads of CSS.

Freshbook

https://freshbook.herokuapp.com

Second project after 6 weeks of bootcamp. A social network strictly made for vegetables. We used Expressjs, Nodejs, MongoDB, CSS and a bit of Bootstrap.

Manoeuvre

https://carloscadel.github.io/manoeuvre/

First project after 3 weeks of bootcamp. A spaceship game where you have to fight gravity, seize your target and deliver it to base. I used Javascript, Canvas and CSS.