Carlos Prieto

Columbus, OH 43201 | 614-632-5106 | carlosdos81841@gmail.com | LinkedIn | GitHub

FULL STACK SOFTWARE DEVELOPER

Innovative and adaptable software engineer with a background in independent automotive appraisal, transitioning into the world of software development after completing General Assembly's intensive bootcamp. Bilingual, fluent in Spanish and English. Eager to apply problem-solving skills, attention to detail, and strong work ethic to contribute effectively to a software engineering team.

TECHNICAL & INTERPERSONAL SKILLS

Languages: Python, JavaScript, HTML, CSS, SQL, Mongo, JSON, Typescript, EJS, DTL
Libraries and Frameworks: React, Express.js, Django, Jquery, Bootstrap, Semantic UI, Bulma
Databases and other: PostgreSQL, MongoDB, RESTful Routing, JSON API
Interpersonal skills: Communication, Active Listening, Empathy, Conflict Resolution, Collaboration, Problem Solving, Adaptability, Networking, Assertiveness, Cultural Sensitivity, Leadership

TECHNICAL PROJECTS

Finch Collector App - GitHub | App - Python | Django | Amazon S3 | SQL | Materialize
An App for bird enthusiasts to share information about their collection of finches, including species and habitats.
- Built using Python and the Django web framework, allows users to create, manage, and search a database of finch specimens.
- Utilizes SQL for data storage and Amazon S3 for storing and serving images and related media, while Materialize is used for designing an appealing and responsive user interface.
- Users can log finch species, their observation locations, and detailed notes, making it a valuable tool for birdwatchers and ornithologists.

To-Do App - GitHub | App - Node.js | Express | MongoDB | EJS | Mongoose | OAuth | Passport
A to-do app for efficient task management, helping you stay organized and prioritize daily activities with ease.
- Implemented secure user authentication using OAuth and Passport, allowing users to register and log in securely.
- Developed a comprehensive task management system with CRUD operations, enabling users to create, view, update, and delete tasks.
- Ensured a responsive design for the app, making it accessible and user-friendly across various devices and screen sizes.

Memory Game - GitHub | App - Javascript | CSS | HTML
Sharpen your memory while immersing yourself in the flavors of food with spanish names in this memory game.
- Designed Game Layout: Created an interactive game layout using HTML and CSS, providing an engaging and visually appealing interface for players, all within a thematic Spanish food theme to make the game more engaging.
- Implemented Card Flipping: Developed functionality in JavaScript that allows users to click on cards, revealing their content, simulating the classic memory game mechanic.
- Implemented game-enhancing features, including a timer to track player progress and a win condition check, while also adding a restart button for a seamless gaming experience.

EXPERIENCE

Xphere, Automotive Appraiser *Columbus, OH , 02/2023 - 06/2023*

- Excelled in simplifying intricate mechanical concepts for those with limited understanding, actively contributing improvement ideas, and engaging in collaborative problem-solving.

Autobahn, Automotive Appraiser *Columbus, OH, 09/2019 - 01/2023*
- Actively contributed to continuous improvement efforts, maintained a high level of accuracy, managed commercial fleet accounts, and proficiently utilized industry-standard software for calculating damage and claim values.

Marick, Automotive Appraiser *Columbus, OH, 03/2016 - 03/2019*
- Traveled nationwide as needed, calculated damage values, and remained industry-relevant through recertification with Manheim Insight.

Aim, Automotive Appraiser *Dallas, Tx, 11/2014 - 02/2016*
- Utilized Aim Inspect software for vehicle condition repair estimates and adhered to NAAA guidelines for structural and flood damage assessments.

Alex Auto Sales, Automotive Sales Manager *Dallas, Tx, 08/2010 - 10/2014*
- Managed auto shop operations, including scheduling, productivity monitoring, and customer consultations.

EDUCATION

General Assembly
Full-stack software engineering 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.