

# Carlos Salguera

Indianapolis, IN | 463-279-4096 | carlos.e.salguera@gmail.com

WEB DEVELOPER INTERN

[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

## EDUCATION

**Indiana University, Luddy School of Informatics**, Indianapolis, IN  
*Bachelor of Science in Computer Science*  
Certificates: Full-Stack Development

Anticipated Graduation: May 2027  
GPA: 3.8/4.0

**General Assembly**, New York, NY

March 2023

*Software Engineering Immersive*

Certificate: Full Stack Software Engineering in JavaScript, TypeScript, React, and Node.js

## TECHNICAL SKILLS

**Languages:** JavaScript, TypeScript, Python, C++, HTML, CSS, EJS

**Libraries and Frameworks:** React, Express, Material UI

**Databases and Other Technologies:** Node, PostgreSQL, Sequelize, MongoDB, Mongoose, AWS S3, Vite, Atlas, Azure, Shell Scripting, Bash Command Line

## SOFTWARE ENGINEERING APPLICATIONS

**Pokedex React**, MERN Stack | AWS S3 | Material UI

[GitHub](#) | [Application](#)

*Recreated a Pokédex application to showcase and interact with Pokémon data.*

- Built a Pokémon data application with React, Node, Express, and AWS S3, leveraging the Model-View-Controller (MVC) architectural pattern for maintainability and scalability.
- Leveraged the power of AWS S3 for efficient storage and retrieval of audio files.
- Implemented React hooks to efficiently manage and pass props to child components, enhancing component communications and state management.

**Garner**, MEN Stack | JavaScript | EJS

[GitHub](#) | [Application](#)

*Video game collection application.*

- Developed a video game collection application where users can register to create collections of their favorite games.
- Integrated Google OAuth for seamless and secure user authentication.
- Built with EJS for dynamic view rendering, resulting in efficient development and enhanced user interactivity.

**Lapis, Papyrus, Scalpellus**, HTML | CSS | JavaScript

[GitHub](#) | [Application](#)

*Rock, paper, scissors browser game.*

- Developed an interactive game that enhances user engagement with sound effects and dynamic visual feedback.
- Designed a game logic function that uses random number generation to determine the computer's choice.
- Utilized DOM manipulation to display real-time game results and update the three counters tracking player wins, computer wins, and ties, providing immediate feedback to users.

## WORK EXPERIENCE

**Indiana University Indianapolis**

Indianapolis, IN

*Peer Math Mentor*

August 2024 - December 2024

- Led interactive class activities and group discussions once a week to enhance student engagement by 25%.
- Provided one-on-one assistance to students during office hours, effectively clarifying mathematical concepts.
- Collaborated with faculty to develop innovative instructional strategies and supplemental materials that catered to diverse learning styles.

**Panda Restaurant Group**

Indianapolis, IN

*Line Cook*

July 2018 - Present

- Managed a team of three kitchen staff members leading to a 15% improvement in kitchen efficiency.
- Oversaw inventory management, which reduced food waste by 5% through improved ordering and storage practices.
- Contributed to cost-saving strategies that reduced overall expenses by 10% through analyzing ingredient usage trends.