

Carlos Salguera

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SOFTWARE DEVELOPER

[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.