# Carlos Daniel Molina Vargas

## About me

I'm a responsible person committed to his work with an easy adaptation. I'm a quick learner because I've always searched for knowledge by myself. I also like to discover new features, frameworks and languages, therefore I'd be able to work within any environment. I have the ability to lead small and large work teams.

📍 Aguascalientes, México                        📱 +52 (449) 204 4278

✉️ danmnvx@gmail.com                        🌐 https://danielmolina.me

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## Education

**Universidad Autónoma de Aguascalientes /** Bachelor of Computer Systems Engineering with Honors
AUGUST 2016 - DECEMBER 2020

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## Experience

**INEGI – Infrastructure Department /** Internship
APRIL - SEPTEMBER 2015,  MARCH - JUNE 2016

➔ Working in the infrastructure department with the development of an intranet website  with PHP, especially maintaining the page and updating to AngularJS.

**Lion Systems Solutions /** Developer Team Lead
APRIL  2019 - PRESENT

➔ Company basic  website using HTML, CSS, Javascript and Bootstrap, it also includes a section of VR/AR developed  with the AFrame web framework, it shows a demo of the Victoria stadium, house of  Necaxa Football Club.

➔ Development of ERP systems  using MySQL, PHP and Javascript  with plugins and deployment in Nginx or Apache servers:
  ◆ Development of custom modules such as  digital signature.
  ◆ Integration of calendars such as Google and FullCalendar to distribute employees and resources into projects.

➔ Prestashop-based online store using PHP and Smarty:
  ◆ Deployment with Docker and GitLab CI/CD.
  ◆ Development of custom themes and modules such as advanced filters, storyline, communication with Slack and own APIs.

➔ Ecommerce platform developed with Laravel, Vue and Inertia connected with a REST API to manipulate/show data, it also sends products to platforms like Amazon and Mercado Libre and manages them.

➔ REST API developed with Python, Django, DRF and SQL. It connects with several systems such as online stores, ecommerce platforms and others.

## Personal Projects

### Mini Golf
JUNE 2018

Classic game with different levels and obstacles. It was developed using the Java language, Java Swing and the JBox2D physics library to simulate the friction of the ball.

### Car Maintenance
JUNE 2019 - DECEMBER 2019

Platform to schedule car maintenance. Developed with MVC architecture in two applications, the server as REST API using Slim and PHP and the client using Angular.

### Education Platform
JUNE 2020

A small platform inspired by Google Classroom. It was developed using Vue for the client, Node / Express for the server and MongoDB as the database with the power of replica set to backup the data and sharding to distribute information in nodes(shards).

### Access App
JULY 2020 - DECEMBER 2020

Mobile application to manage the access to the university. It has two types of users: admin(guard) and students. For the students the app shows its accesses and a QR that changes every five minutes. The guards can read the QR and validate it and view the student access. Developed on Flutter.

### Compiler for Tiny extended language
FEBRUARY 2020 - DECEMBER 2020

A full compiler designed for tiny extended grammar developed on Python. Includes the phases of lexical, syntax, semantic and the intermediate code, it can be used in the terminal and with its IDE. The IDE was developed on Java and its JavaFX library.

## Languages

| PHP | JS / TS | Python | Java |
| C# | C / C++ | Bash | Dart |

## Frameworks

| Vue | Angular | React | Flutter |
| Django / DRF | Laravel | Express / Nest | Nuxt |

## Others

- ➔ Linux
- ➔ SQL
- ➔ Node
- ➔ Git
- ➔ MongoDB
- ➔ Inertia
- ➔ Docker
- ➔ API Dev
- ➔ Scrum
- ➔ Firebase
- ➔ Ionic