

Di Carlo Martinez

Software Engineer

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I am deeply passionate about leveraging cutting-edge work tools and collaborating with diverse teams to efficiently achieve ambitious goals, while continuously acquiring and refining my skills. Each challenge presents a valuable opportunity for professional growth, and I am committed to maximizing my potential and driving success.

Skills

- PHP | Laravel | PHPUnit | Pest | JavaScript | TypeScript | React | Redux (Toolkit, Saga & Thunk) | Material UI | Jest | React Testing Library | Node.js | Selenium | Pytest | Java | C/C++ | C# | Python | Ruby | Ruby on Rails
- MySQL | DynamoDB | TDD | Unit Testing | CircleCI | Linux | Docker
- Front-end | Back-end | Full-stack | Scrum | End-to-end automation testing
- English | Spanish
- Learning ASP.NET Core

Experience

SchoolMint

Lafayette, LA, USA

Software Engineer

Jun 2022 - Current

Full-Stack Software Development and Support in EdTech SaaS Applications

- Provided support throughout all phases of software development in the life cycle of EdTech SaaS applications.
- Conducted comprehensive testing of system software to ensure accurate functionality in alignment with specified requirements.
- Collaborated with the development team to debug and characterize defects, offering detailed descriptions and proposing effective solutions.
- Automated and maintained end-to-end tests to streamline testing processes and ensure consistent system performance.
- Led the refactoring of the automation suite, enhancing its efficiency and maintainability. Implemented a new architecture using vertical slicing, optimizing the application's structure and organization.
- Refactored the base code to streamline the creation of services, API requests, and testing, reducing effort and improving maintainability.
- Wrote and tested high-quality software code, adhering to coding standards and best practices.
- Assumed other software engineering duties as assigned, contributing to the overall success of the development process.

Tools: Docker · DynamoDB · Linux · Ruby · Ruby on Rails · Scrum · Git · GitHub · PHP · Laravel · MySQL · React · Redux (Toolkit & Saga) · JavaScript · Material UI · DynamoDB · Python · Selenium · Pytest · Jest · React Testing Library · PHPUnit

Municipality of San Pablo

Heredia, Costa Rica

Associate Software Engineer

Jan 2021 - Jun 2022

Implementation of a Full Stack Budget Administration System

- Designed and implemented the system's architecture, ensuring scalability, performance, and maintainability.
- Implemented efficient database administration practices to optimize data storage and retrieval, enhancing system performance.
- Developed a robust web-based application with a responsive user interface, providing users with a seamless experience.
- Collaborated with cross-functional teams, including stakeholders and developers, to gather requirements and ensure alignment with business needs.
- Conducted thorough testing and debugging to identify and resolve issues, ensuring a reliable and error-free application.

Tools: Java · Hibernate · jQuery · HTML5 · Scrum · Git · GitHub · JavaScript · CSS · MySQL · Bootstrap

Education

Bachelor of Information Systems Engineering - Graduation: Dec 2023

Heredia, Costa Rica

National University of Costa Rica

Diploma of Computer Applications Programming

Heredia, Costa Rica

National University of Costa Rica

Projects

Boogle: Books Search Engine (API & Frontend) ([GitHub](#))

Cine-YEMADI: Cinema Management (API & Frontend) ([GitHub](#))

Kidsgramming: Courses Management (API & Frontend) ([GitHub](#))

FreeCourses: Courses Management (API & Frontend) ([GitHub](#))

Shortify: URL Shortener (API & Frontend) ([GitHub](#))

Restaurant: Restaurant Management (API & Frontend) ([GitHub](#))

Certifications

Scrum Fundamentals Certified (SFC)

May 2022

SCRUMstudy - Accreditation Body for Scrum and Agile

Others

Hobbies: Body builder | Big time learner | Traveling.

Soft Skills: Open Mindedness | Problem Solving | Communication | Quick Learning | Teamwork.