Di Carlo Martinez

Software Engineer

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Experienced software engineer with a strong track record in full-stack development, consistently exceeding expectations through a blend of technical expertise and collaborative problem-solving. Passionate about leveraging cutting-edge tools and working within diverse teams to achieve ambitious goals. Committed to continuous skill enhancement and driving success through a well-rounded skill set.

Skills

- **Programming Languages:** PHP, JavaScript, TypeScript, Python & Java
- **Frameworks:** React, Angular, Laravel, NestJS & Spring Boot
- **Testing:** PHPUnit, Pest, Jest, React Testing Library, Selenium, Pytest, Unit Testing, Test Driven Development, End-to-end automation testing.
- **Databases:** MySQL, MariaDB & DynamoDB
- **Operating Systems:** Linux (Arch & Debian Based), Windows & Mac
- **Agile Methodologies:** Scrum, Large-Scale Scrum (LeSS) & Kanban
- **Others:** AWS, CircleCI, Docker & Docker Compose
- **Learning:** Microservices

Experience

SchoolMint   *Lafayette, LA, USA*

Software Engineer   *Jun 2022 – Current*

Full-Stack Software Development and Support in EdTech SaaS Web Solutions

- Developed enterprise-level microservices, from frontend to backend serving a high volume of users with the use of React, Angular, Laravel, NestJS, MySQL, Redis and AWS
- Tested enterprise-level microservices through unit testing, TDD, and automation testing for optimal reliability and performance using Python, Selenium, Pytest, Jest and React Testing Library
- Proactively identified and resolved critical bugs, supporting critical clients, minimizing system downtime, and ensuring a robust user experience
- Played a key role in suggesting and implementing product enhancements, providing valuable insights to improve overall functionality
- Led the refactoring of the automation testing suite, resulting in a more robust tool and an 80% reduction in testing workflow time
- Actively collaborated with team members, both providing and seeking assistance, to develop and troubleshoot software
- Participated in the design of features, contributing to the overall innovation and effectiveness of the product
- Provided valuable support and facilitated knowledge transfer to interns and juniors, contributing to their professional development and team effectiveness

Municipality of San Pablo
Heredia, Costa Rica

Associate Software Engineer   *Jan 2021 – Jun 2022*

Implementation of a Full Stack Budget Administration Module for internal usage

- 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 with MySQL and Hibernate
- Developed a robust web-based application with a responsive user interface, providing users with a seamless experience with HTML5, CSS3, Bootstrap, JavaScript, NodeJS and Java
- 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 with JUnit, Mockito and Mocha

Education

Bachelor of Information Systems Engineering   *Heredia, Costa Rica*

National University of Costa Rica

Diploma of Computer Applications Programming   *Heredia, Costa Rica*

National University of Costa Rica