

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 & Golang (Go)
- **Frameworks:** React, Angular, Laravel, NestJS, Spring Boot & Gin
- **Frontend Tools:** Redux (toolkit & sagas), React Router, Material UI (MUI), Axios, SASS, React Hook Form
- **Testing tools:** PHPUnit, Pest, Jest, React Testing Library, Selenium, Pytest, Mockito, & JUnit
- **Testing Strategies:** Unit Testing, Test Driven Development (TDD) & End-to-end automation testing.
- **Databases:** MySQL, PostgreSQL, DynamoDB & MongoDB
- **Cloud Providers:** Amazon Web Services (AWS)
- **AWS Services/Tools:** SDKs, CLI, IAM, S3, CloudWatch, SQS & DynamoDB
- **Agile Methodologies:** Scrum, Large-Scale Scrum (LeSS) & Kanban
- **Others:** NodeJS, Sentry, 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