**Di Carlo Martinez**

**Software Engineer**

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Skilled software engineer with full-stack development expertise. Proficient in multiple programming languages, frameworks, and databases. Builds scalable solutions with high-quality code. Collaborative problem-solver passionate about leveraging cutting-edge tools and diverse team collaboration for ambitious goals. Committed to continuous skill improvement and driving success.

**Skills\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* **Programming Languages:** PHP, JavaScript, TypeScript, Python, Java, C/C++, C#, Ruby
* **Frameworks:** React, Laravel, Ruby on Rails
* **React Tools:** Redux (Toolkit, Saga & Thunk), Material UI
* **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)
* **Others:** CircleCI, Docker.
* **Learning:** ASP.NET Core

**Experience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**SchoolMint** *Lafayette, LA, USA*

*Software Engineer Jun 2022 – Current*

Full-Stack Software Development and Support in EdTech SaaS Applications following Large Scale Scrum Methodology (LeSS)

* Provided support throughout all phases of software development in the life cycle of EdTech SaaS applications with tools such as **Docker, DynamoDB, Ruby, Ruby on Rails, Git, GitHub, PHP, Laravel, MySQL, React, Redux (Toolkit & Saga), JavaScript, Material UI, DynamoDB**.
* Conducted comprehensive testing of system software to ensure accurate functionality in alignment with specified requirements with **PHPUnit, Jest, React Testing Library.**
* 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 with tools such as **Python, Pytest, Selenium, CircleCI, Docker.**
* Led the **refactoring** of the automation suite, **enhancing its efficiency and maintainability by 55%**. 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 by 80%** with **Python**.
* Wrote and tested high-quality software code, adhering to coding standards and best practices, collaborating with a team of developers using **Git (Git Flow) & GitHub** for efficient code versioning, collaboration, and version control.

**Municipality of San Pablo** *Heredia, Costa Rica*

*Associate Software Engineer Jan 2021 – Jun 2022*

Implementation of a Full Stack Budget Administration System following Scrum Methodology

* 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**.
* Developed a robust web-based application with a responsive user interface, providing users with a seamless experience with **HTML5, CSS3, Bootstrap, JavaScript, JQuery, Java, Hibernate** using **Git & GitHub** for code versioning and collaboration.
* 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.

**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](https://github.com/dicarlomtz/books-be)) **Cine-YEMADI:** Cinema Management (API & Frontend) ([GitHub](https://github.com/dicarlomtz/CINE-YEMADI))

**Kidsgramming:** Courses Management (API & Frontend) ([GitHub](https://github.com/dicarlomtz/kidsgramming)) **FreeCourses**: Courses Management (API & Frontend) ([GitHub](https://github.com/dicarlomtz/CursosLibres))

**Shortify**: URL Shortener (API & Frontend) ([GitHub](https://github.com/dicarlomtz/shortify-be)) **Restaurant**: Restaurant Management (API & Frontend) ([GitHub](https://github.com/dicarlomtz/Restaurant))

**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.