



Eneas Baroni

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ACERCA DE MI

Frontend Developer, Architect and Graphic Designer.
+6 years of experience as Project Manager. Developing, managing and supervising large projects.
Currently studying Backend programming to reach a FullStack profile (MERN stack).
Great ability to handle computer tools, including programming software, programs for graphic design, and architecture design.
Experience backed with commitment, motivation and dedication. Constantly looking for challenges that test the limits of my knowledge and creativity.

EXPERIENCE

FRONTEND DEVELOPER Freelance

2021-Present

RESPONSIBILITIES

- Website design and development, based on ReactJS and Next JS.
- Complement the necessary projects with Backend as a service.
- Project budget.

Technologies Used:

HTML, CSS, SASS, JAVASCRIPT, REACT JS, NEXT JS, FIREBASE, NODE JS, BOOTSTRAP, TAILWIND.

PROJECT MANAGER at SIMSA Clima

2016-Present

RESPONSIBILITIES

- Design of thermomechanical engineering projects. Establishing their requirements
- Material Take Off, and budget.
- Project management and development. Defining the necessary resources, coordinating and/or supervising the different teams involved in each project.

Technologies Used:

Autocad - Revit - Excel - Thermomechanical design software (Various)

KEY ACCOMPLISHMENTS

- Optimization of development times through template automation
- Optimization of design times through the implementation of new technologies and modalities of use.

PROJECT DESIGNER at Tesicom/Ingenieria Electrica SRL

2012-2016

RESPONSIBILITIES

- Design of electrical engineering projects, development of preliminary projects and computation of materials required for the works.
- Project development. Defining the necessary resources and developing technical graphics at different levels of detail.
- Design of corporate graphics.

Technologies Used:

Autocad - Revit - Excel - Illustrator - Photoshop

EDUCACIÓN

BACKEND DEVELOPMENT

Coderhouse Institute

2022-2022

FULL STACK DEVELOPMENT

Argentina Programa - Government of the Nation

2021-2022

FRONTEND DEVELOPMENT

Coderhouse Institute

2021-2022

ARCHITECT

Facultad de Arquitectura Urbanismo y Diseño
UNC

2008-2018

GRAPHIC DESIGN - Level 1 and 2

Aguas de la Cañada - Escuela de Diseño

2014-2015

SKILLS

- | | |
|----------------------|-------------------------------------|
| • Fast Learning | • NextJS |
| • Planning | • Tailwind |
| • Team Player | • Object-Oriented Programming (OOP) |
| • Abstract Thinking | • Diseño Web |
| • Adaptability | • Diseño Gráfico |
| • Agile Principles | • Scrum |
| • Problem Solving | • Adobe Illustrator |
| • Project Management | • Adobe Photoshop |
| • HTML / CSS | • Autocad |
| • JavaScript | • Sketchup |
| • ReactJS | • Revit |
| • NodeJS | • SQL |
| • Bootstrap | |

LANGUAGES

SPANISH: Native

ENGLISH: Intermediate B1-B2