

# FERNANDO TARANGO

## SOFTWARE ENGINEER IN DEVELOPMENT AND MANAGEMENT


### PROFESSIONAL OBJECTIVES


Learn about new technologies and ways of doing development. Additionally, learn about other people, their cultures and their diverse ways of working.

### SKILLS AND TECHNOLOGIES

- English level C1 (ITEP Plus)
- HTML and CSS
- JavaScript and TypeScript
- Node.js
- Angular
- React
- React Native
- Ionic
- Python
- Django
- SQL and MySQL
- MongoDB
- C#
- Unity

### CONTACT INFORMATION

 <https://www.linkedin.com/in/fertarvega/>

 <https://github.com/fertarvega>

### WORK EXPERIENCE

#### Software Engineer Job

Department of Engineering and Data Science at the Secretary of Public Security of the State of Chihuahua | April 2022 - January 2023

- Internal programs were created using Angular, Ionic and Django technologies.

#### Engineer Internship

ArkusNexus | May - July 2023

- Managing a team of developers, an e-commerce based on memberships to be able to buy within the site was created, using React and Nodejs.

#### Technician Internship

&JON | August - December 2021

- A program for the administration of a company was created using Angular and C# technologies.

### EDUCATION

#### Universidad Tecnológica de Chihuahua - Bilingual Unit

Software Engineer in Development and Management.

- Create backend using Node.js.
- Improved use of frameworks such as Angular, Ionic and React, system optimization.
- Unix server configuration.
- Game development with C# and Unity.

#### Universidad Tecnológica de Chihuahua - Bilingual Unit

Technician in Multiplatform Development.

- Building websites using Angular and React.
- Creating mobile applications using Flutter and React Native.
- Create backend using Django.
- Handling databases such as MySQL, SQL and MongoDB.

### ACHIEVEMENTS

- ★ Best average of the generation 2019 - 2021 in the career Multiplatform Software Development at the Universidad Tecnológica de Chihuahua - BIS.