

Miguel Urdiales

Email: galleriesproductions@gmail.com

Phone: 512-879-7587

LinkedIn: <https://www.linkedin.com/in/miguelurdialesgallery/>

GitHub: <https://github.com/gallerymiguel>

Objective

A motivated and results-driven web developer with a strong foundation in front-end and back-end technologies, including React, JavaScript, and Node.js. Eager to contribute my skills and passion for coding to innovative web development projects and grow within the industry.

Skills

Frontend: HTML5, CSS3, JavaScript, React

Backend: Node.js, Express, PostgreSQL

Tools: Git, npm, Webpack, Bootstrap

Bootcamp Experience

[Bootcamp Name] — [Dates]

Gained hands-on experience in web development, focusing on front-end and back-end technologies like HTML, CSS, JavaScript, React, and Node.js.

Completed various projects, including a portfolio, weather app, and more, demonstrating proficiency in both individual and collaborative settings.

Mastered tools such as Git, PostgreSQL, and npm for effective version control, database management, and package handling.

Education

Austin Community College — [Dates]

Studied Computer Science, gaining foundational knowledge in programming and problem-solving.

Completed coursework in algorithms, data structures, and introductory web development.

Vista Ridge High School — [Graduation Date]

Graduated with a focus on academic excellence and extracurricular involvement.

Projects

OpenAI API WeatherApp — Built a weather forecasting app utilizing the OpenAI API to provide real-time weather data.

Temperature Converter (Group Project) — Developed a tool to convert between different temperature units using JavaScript, collaborating with a team to ensure functionality and accuracy.

Employee Manager CLI — Created a command-line interface application in TypeScript to manage employees, utilizing PostgreSQL for database management.

Readme Generator — Developed a tool to automatically generate professional README files for projects, streamlining the process of documenting software projects.