GIOVANNY ALBARRACIN – SOFTWARE ENGINEER

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SUMMARY

- Motivated system and software engineer with 4+ years of experience in IT industry
- Deep knowledge and versatile experience in full stack development, technologies: JavaScript, React.js, Node JS, Typescript
- Strong interpersonal and communication skills with ability to maintain effective working relationships

SKILLS

Academic Disciplines

- **Applied Sciences:** Software Quality, Clean Code, Software engineer

Engineering Practices

- **Advanced Technology:** CI/CD, GitHub Actions
- **Cloud:** DevOps.CI/CD

Managerial

- **General Management:** Scrum, Agile

Technologies

- **Data:** MySQL
- **Standard:** Git, AJAX
- **Framework:** ReactJS, Symfony, Redux
- **Solution:** Node.js
- **Computer Language:** TypeScript, Java, PHP, HTML, CSS, SASS/SCSS, JavaScript
- **Platform:** Docker
- **Library:** React Router, Styled components
- **Testing:** Jest, react testing library, cypress, storybook

WORK EXPERIENCE

May-2022 - Dec-2022

Semi senior software developer, tech lead

Company: EPAM

Project: Working as a tech lead in Meson Project, which is a healthcare management tool for an NGO in Mexico, developing, leading, and guiding the development team

Team Size: Dev Team: 5 members, QA Team: 2 members, Architect, Scrum master and project manager

Project Role: Tech Lead

Tasks performed:

MESON

- Healthcare management tool for a NGO in Mexico industry that creates appointments, follow-ups, and summaries according to every patient, my role was a tech lead, guiding and leading the development team, mainly in frontend (React JS/Typescript)

- I created and design all the CI/CD process with GitHub actions, including tests and code format checking, also including git hooks to ensure code quality

- I Created the Docker container for development environment

- Guiding and leading the team in terms of technologies to use, code design

Tech: JS, HTML, CSS

Environment: MySQL, Git, Docker, GitHub Actions, React.js, Typescript, Node.JS

Aug-2019 - May-2022

Full stack developer, SSADIGI, cielo.fi

Customer: SSADIGI

Project: Working as a Full-stack developer, creating, leading, and maintaining software for the company

Team Size: Dev Team: 5 members, QA Team: 2 members, Scrum master and project manager

Project Role: Full Stack Developer

Tasks performed:

RT project

- Cost-calculator tool for construction industry that creates a budget of an infrastructure project based on resources, Finnish law and building/ground specifications.

- Created, led, and maintained software for the company

- Led a team to create a new module that made easier and intuitive for the client to create floors, blocks and buildings, as well as its cost

  Tech: REACTJS, PHP, SYMFONY

Cielo

- Product configurator software for glass industry, it goes through all the glass cycle from the customer needs to the design plain with measurements and costs, My participation was

- Support and maintenance of bugs and client requirements of the system

- Improved the billing system according to new EU policy by using Stripe as a payment platform

- Led the training process inside the company by doing easier the process for introducing the system to new colleagues, this has improved the efficiency of the new people by 50%

- Creation of a middleware in Node.js, using express to redirect the request from the client to a backend in PHP, this allowed to handle better the request from the client to the backend

  Tech: JS, HTML, CSS, PHP, SYMFONY, NODE.JS

Certo

- Manufacturing tool for constructions project, a software to handle and manage resources and staff in projects. My participation was

- Support and maintenance of bugs and client requirements of the system

- Creation of new requirements according to client's need

- administration of tickets and reporting to client status of the ongoing work

  Tech: PHP, JS, HTML, PHP-MYSQLi

Environment: MySQL, Git, Docker, ThreeJS, GitLab Pipelines, React.js, JS, PHP, Symfony, HTML, CSS, Node.JS

Jan-2018 - Dec-2018

IEEE

Customer: IEEE

Project: A virtual museum that enhances the indigenous communities in Colombia through the National University

Team Size: The IEEE team were 5 people

Project Role: Software Engineer

Tasks performed:

- Started the tech meetups where discussed topics like clean code, software engineer and good practices

- Made Virtual Museum with Phaser.js library over vanilla JavaScript

- Used HTML5 CSS3 and Flexbox as layout model

Environment: Phaser.js, RevealJS, Java, JavaScript, HTML, CSS