



Gabriel Alejandro Lobo Ulloa

FULL STACK SOFTWARE ENGINEER

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Aserrí, San José, Costa Rica

About Me

I'm a Software Engineer with a Graphic Designer complex.

As a matter of fact, I love both logical and creative worlds that merge together through tech. Every good idea has a back-end and a front-end waiting to be developed, and both of them are as breathtaking as the other to me.

Experience

Full Stack Software Engineer

MobyDyg

Mar 2022 - Today

- Developed an ecommerce responsive web applications using Angular, TypeScript, AWS (Lambda, API Gateway, Cloudfront, DynamoDB), and MySQL.
- Managed version control systems using Git and GitHub, optimizing processes using GitHub Actions.
- Prototyped and designed UI and UX using Figma on both desktop and mobile screens.

Software Engineer Intern

3Pillar Global Costa Rica

Oct 2021 - Jan 2022

- Developed a web application using React to build previously prototyped user interfaces with Figma.
- Worked with C# and ASP.NET MVC to generate views based on models for back end operations, along with SQL Server to handle the application's data.

Education

Software Engineering Bachelor

Universidad Cenfotec

Feb 2022 - Ongoing

Software Development High School Level Degree

Don Bosco Technical High School

Feb 2019 - Dec 2021

Certifications

Scrum Master

CertiProf, Sept 2022

TOEIC Test

Level C1, Dec 2021

Scrum Product Owner

CertiProf, Sept 2021

CCNA 1-4 & Bridge

Cisco NetAcad, 2019 - 2021

Skills

- React
- Angular
- TypeScript
- Tailwind
- Node.js
- AWS
- MySQL
- SQL Server
- Git & GitHub

References

Eduardo Font Cruz

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Senior Developer at MobyDyg

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Senior Manager at 3Pillar Global

Daniel Campos Sánchez

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Software Engineer at Intel

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Software Engineer at IBM